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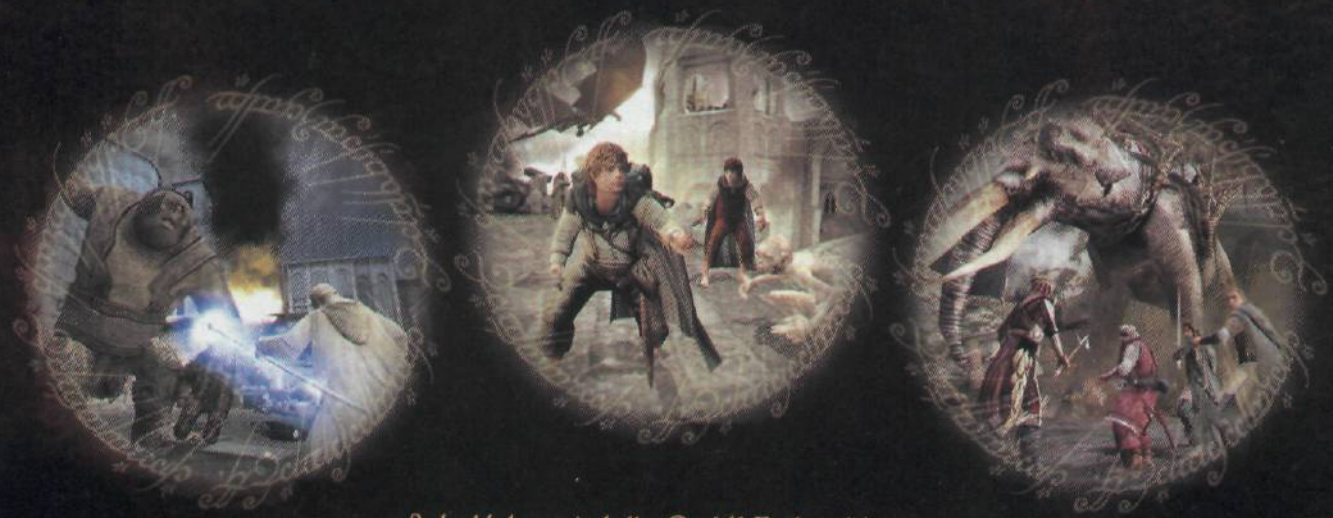

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Dragon (USPS 318-790) is published monthly by Paizo Publishing, LLC, 3245 146th Place SE, Suite 110, Bellevue, WA 98007, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

POSTMASTER: SEND ADDRESS CHANGES TO Paizo Publishing, 3245 146th Place SE, Suite 110, Bellevue, WA 98007.

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DISTRIBUTION: National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

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The super-big D&D book-o'-dragons hits shelves this month. If you haven't heard about this beast, it's a book all about dragons and how to make them more cool, tougher, and more versatile—as if dragons really needed the help.

RETURN OF THE MATRIX

We were quite forlorn when we thought no good movies were coming out in November, but then we realized that *Matrix: Revolutions* opens November 5th. November also features the release of a little-hyped film called *Timeline*. This flick features archaeological students traveling to 14th-century France to retrieve their lost history professor. This looks like it will be a real stinker, but from viewing the trailer, it might at least avoid the Bill & Ted pit trap that presents the Middle Ages as all Camelot, all the time.

LORD OF THE RINGS: Weapons and Warfare

November 5th also features the release of a book with the above title. According to the publisher, using the filmmakers' props, notes, and designs, the book explores a more thorough history of the War of the Ring, including fighting styles of the different races and the stories behind all the major battles in the war. It sounds like a D&D resource in the making to us!

UNDEFEATED #3 Holiday Gift Guide Special

The magazine for strategy gaming offers up this year's best gift ideas for miniatures, card-, and board-game players, as well as a special computer games section. Plus, the first mission for Klaus Teuber's *Starship Catan* board game from Mayfair Games, including real cards.

VERMITHRAX PEJORATIVE

The movie *Dragonslayer* is releasing on DVD about the time this issue hits shelves. You can probably find it for less than $15, so indulge in some harmless nostalgia. If you haven't seen this fantasy classic from the '80s, you should check it out. This might be your only chance to see actor Peter MacNicol ("He is Vigo!") as a hero.

CAVOTTA WITH A "C"

Matt Cavotta, cover artist for issue #304 and frequent illustrator for *Dragon*, has the misfortune of having his name regularly mispelled by us. Our apologies to Matt; at least he can take comfort in the knowledge that he's joined the illustrious Wayne Reynolds in that company (we got it right this time, Wayne!).

WYRM'S **TURN**

FROM THE EDITOR
WHERE'S THE GREEN?

Certain monsters in D&D have a way of grabbing our interest. They have a knack for making the players sit up straight when they're encountered, and they make DMs sit up late at night, chortling madly and rubbing their hands in malicious glee. Dragons obviously fall into this category. Heck, half the game is named after them. Githyanki have become iconic D&D monsters, and we covered those in issue #309. The same is true of the drow, the subject of issue #298's theme. But after devoting whole issues to certain of these monsters, we wanted to take a new approach—hence this issue's Races of Power theme.

So, let's see. Mind flayers, check. Lycanthropes of all stripes, check. Beholders, check. Dragons, of course, check. Trolls . . . wait a minute. Where the heck are the freakin' trolls?

Holy crap! How could we forget trolls? This is the Races of Power issue, and we forgot the . . . it's a plot, I tell you.

Okay, deep breath. It's okay. The troll-themed issue can wait. I knew Jesse had laid a couple land mines for me when he left; I guess I just walked right into that one.

I suppose we can talk about the other races. Sheesh, no trolls.

Anyway, reading through the cool articles in this issue, I was struck by something. Why don't I use these monsters more? I mean, I'm looking at ways to make beholders and mind flayers more deadly and enjoying it thoroughly. These monsters are cool, classic, and players love to encounter them (well, maybe they don't love it as much as I like to think they do, but you know what I mean). When was the last time I used one of these monsters in my game? Then my brain derailed, as I suddenly realized something else. When was the last time I'd seen one of these monsters used in a game at all?

Thinking back, I can remember only a handful of encounters with any of the monsters featured in this month's issue. Why are these monsters used so rarely?

I think we've so built these monsters—beholders, mind flayers, dragons, trolls (okay, maybe not)—up as the classic D&D monsters, that we've become a little intimidated by the idea of using them. We save these monsters, hoarding them for some grand purpose that might never be realized.

Sure, it's cool to build a mind flayer archvillain into your campaign, one that lurks in the background and is never really encountered, but what if we used these classic bad guys as more mainstream villains? As "Dragon Psychoses" demonstrates, even the most iconic and fantastic D&D monsters can be used in new ways, and not just as rare uber-villains. Why not encounter beholder bodyguards? Why not include more mort mind flayers or tribes of wereboars? Presented properly and in the right context, the monsters wouldn't lack impact, and we'd get to use more of our favorites more often.

As an example, one of the best battles in a recent campaign was a massive fight that included about a dozen beholders acting as support shock troops to the main villains. They weren't the toughest monsters in the battle, but they were still incredibly deadly, intimidating, and most importantly, fun. That fight has become one of my most memorable beholder moments.

Send us an email (scalemail@paizo.com) and tell me why I'm wrong, or maybe why I'm right. And what are your iconic monsters? What beasties did we miss in this issue?

Chris "Can I Play a Troll?" Thomasson
Editor-in-Chief

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ELEMENTAL MAGIC
Cover by Arnie Swekel

Masters of the Four Winds
By David Noonan
The Palace of the Four Winds harbors a group of monks composed of four factions, each dedicated to one of the four winds. New spells and prestige classes bring you inside the Palace to learn the secrets of the masters of the four winds.

Dust to Dust
By Ari Marmell
The Earthborn believe that the earth is a slumbering elemental force, poised to rise and lead them to greater glory. This zealous group's new spells, magic items, feats, and monstrous servants can shake the foundations of your campaign.

A World Ablaze
By Clifford Horowitz
Take pyromania to a new level with the Brotherhood of the Burning Heart, an organization dedicated to seeing the world consumed by the passion of flame. New magic, tools, and abilities make this group a force to be reckoned with.

Guardians of the Deepest Sea
By James Jacobs
The waters of the Underdark hide a secret group known as The Darkwater Guardians, an organization devoted to preserving the deepest of waterways. Water spells, feats, and more will cleanse the stain of impurity from the waters of your world.

Ecology of the Salamander
By Christopher Campbell
These creatures of fire often serve more powerful denizens of the Elemental Plane of Fire, but many harbor their own secret ambitions. Learn everything you ever wanted to know about the salamanders, from flamebrothers to nobles.

Plus, new fiction by Thomas Harlan, "Nodwick," "Dork Tower," "Sage Advice," and more great D&D content!

SCALE **MAIL**

READERS TALK BACK
BOO-BOOS AND BRUCE LEE

We Can Do Better

I have been an occasional reader of your magazine for nearly all of my twenty-two years of gaming, and this is the first time I felt moved to write.

I have to tell you that the last two issues I have read (#310 and #311) are, at least to me, the best *DRAGON* issues ever! The reason why I feel this way needs a short explanation. You see, back in 2nd Edition, there was a wonderful book released called *Skills and Powers*. Perhaps you remember it? I loved the flexibility those rules gave, and I have missed similar rules in 3rd Edition. As a DM, I have several complete and detailed game worlds, and I feel the need to customize the classes to fit different nations or regions. That brings me (in a long-winded fashion) to the point. The last two issues were packed with excellent articles detailing customized classes. Finally, I can stop designing all those custom classes and get to the work of actually writing my adventures. I would love to see more of these classes (especially clerics!), and perhaps an article on how to make your own custom classes.

Matthew Hoffman
Address withheld

A lot of readers have written in praise of those issues. We love that people enjoyed them because we loved working on them. Unfortunately, we made a few errors.

In issue #310, "Specialist Fighters" includes the pugilist class that can take the "shake it off" ability. The description of this ability accidentally omitted a key phrase. It should read, "The pugilist develops fast healing 1 that applies only to nonlethal damage. This ability also reduces the duration of all stunning effects by 1 round. The pugilist can take this ability multiple times; its effects stack."

In issue #311, "Faces of Faith" describes the evangelist class, a divine spellcaster that casts spells like a sorcerer. The evangelist class gains two domains at first level. The evangelist benefits from the domain powers and gains the spells on her spells-known list, but she does not gain the ability to cast an extra domain spell of each level. The charts for the evangelist indicate that a character of the class gains more domains as she increases in level, but there is no description of that. The evangelist does gain these extra domains, and they are subject to the same restrictions as the first two domains the class grants.

We apologize for any confusion these mistakes might have caused.

Matthew Sernett
Senior Editor

Marcy's Cloak Parade

Hey fellas, whaddup? In issue #305, I was reading where you guys were talking about Weezer's "In the Garage," and you said if we knew of any other pop-culture references to let you know. Well, you might already know about this one, but what about Marcy Playground's "A Cloak of Elvenkind?"

This is the first time I ever emailed you guys. I have never written in or anything, and I'm going on my third year subscription. Keep up the great work! Huzzah!

Robert Dupre
Address withheld

Thanks for the note, Robert. We had heard about "A Cloak of Elvenkind" from a few other readers . . . a few hundred other readers. We've yet to receive any Simpsons references, but we've got Marcy Playground covered.

I listen to emo bands a lot less popular than Weezer, so I'm hardly plugged in to the pulse of pop music, but Marcy Playground hasn't released an album in four years. It must be a pretty good song to stick in the minds of so many gamers.

If you know of any more references to D&D in pop culture, let us know.

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ATARI

ZOGONIA

HI, FELLAS! I'M DEADLY DAK— JUST OUTTA PRISON. ANYBODY HERE KNOW ME PAL EVIL ERTOK? THE CHEATIN' LIAR WAS ME CELLMATE FOR THE WORST YEAR OF ME LIFE! HAW!
YES.
I BET THE OL' BACKSTABBING SCOUNDREL IS LONG DEAD BY NOW, EH? HEH HEH!
ACTUALLY, HE'S STILL ALIVE AND KICKIN'.
NO KIDDIN'? WHERE?
IN THE BASEMENT.
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by Tony Moseley

Also, drop us a line about any celebrities that you've heard play D&D or played in the past. Once we compile enough and verify the information, we'll put an article together.

Matthew Sernett

What's New with Comics in Dragon

I just want to say that *Dragon* has been really great lately, but there is one thing I'm concerned about: comics. Issue #310 was missing some of the regular strips, and I thought it was temporary, but when I got #311, I noticed there was no "Dork Tower," no "Nodwick," and "What's New with Phil & Dixie" seems to be suggesting that it is leaving too. I did notice the extra "Zogonia" that month, which was nice, but I'm not sure that *Dragon* can survive on "Zogonia" alone! Please say it isn't so. Please tell me there will be more comics in my next *Dragon*.

Michael Haneline
Rancho Palos Verdes, CA

Never fear, Michael. We make advertising and editorial plans for the content of each issue that include the comics. Unfortunately, no plan survives first contact with another plan, and when we find we need more space, the comics are often the easiest items to move to a future issue. "Zogonia" usually remains in the magazine because in most cases we're looking for at least a full page of space.

Phil Foglio informed us that he was going to take a break from "What's New with Phil & Dixie," and the last comic for the foreseeable future was in issue #311. Phil's last vacation from the strip lasted fourteen years, so we don't know when he'll return or what his involvement will be with Dragon *in the future. We're investigating new options for comics in* Dragon *and new options for the back page.*

Matthew Sernett

Bruce Lee for President

In "Scalemail," Matthew Sernett asked for feedback not only on articles we liked but also for things we'd like to see. I think *Dragon* should introduce its own game world and campaign. This approach would reward long-term readers (since they'd watch the world grow over the years as new articles are added), but it would still appeal to new readers. Here's how:

Pose a question to readers such as, "What would a world shaped by the D&D rules be like?" This would not be a variant world that changes the rules, but a world actually represented by the core rulebooks that expands those rules and encourages role-playing. Then *Dragon* could use the best articles that respond to that question once every few issues depending on reader feedback.

I like this idea because it doesn't change the content of *Dragon;* it just offers a way to focus the efforts of all the writers and readers of the magazine. A subscription to *Dragon* would become a subscription to a brand-new world.

Charles Dunwoody
Kentwood, MI

We've kicked around the idea of a fantasy world according to the D&D rules a few times here at the Paizo office. It's a lot of fun to think about, as it can lead to some interesting ideas for campaign and adventure design. Yet before you start wondering what havoc widespread ethereal travel and teleportation would really wreak on a world, think about this: D&D characters grow more powerful by killing other creatures.

If that was how the real world worked, most of us would do nightly battle in a basement with our neighbors to gain the 2nd level of the expert NPC class, while Charles Manson, a resurrected *Bruce Lee, and the ghost of Ghengis Khan fight a three-way battle for the right to be President.*

We don't have plans to design a new campaign with Dragon. *It's not out of the question, and at some point in the far future,* Dragon *might do so. It's a great idea, but with* Eberron *(the new D&D setting from Wizards of the Coast) releasing next year and so many new d20 settings on the market, most readers will have plenty of great campaign ideas for their games.*

Matthew Sernett

Gamer Seeking Gamers

I just got *Dragon* #311 in the mail and burned through it in a couple hours. All I can say is, "Wow!" I have always been leery of creating a sorcerer,

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PIRANHA

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ATARI

NOW ON NEWSSTANDS EVERY MONTH

DUNGEON #105

Dungeon Magazine is proud to present the return of Warduke, the coolest D&D villain ever to pop out of a 1980s action figure package. Take him on with our new Critical Threat, explore a Map of Mystery, or challenge your PCs with one of the following exciting adventures:

The Stink
By Monte Lin
Folks have been vanishing from the Stink, a disease-filled rubbish quarter of Sunhill. City officials recruit the heroes to investigate the disappearances, putting the PCs on the trail of scaly subterranean denizens with ill plans for the surface world. A D&D adventure for 4th-level characters.

Racing the Snake
By John Simcoe
A long-simmering merchant conflict has turned into a war of assassination, and the PCs are called on to prevent an attempt to murder a daughter of one of the merchants. Your characters must lead her would-be killer, a yuan-ti assassin, on an overland chase through a canyon called Ehlonna's Scar, which contains surprises of its own. A D&D adventure for 6th-level characters.

POLYHEDRON #164
Deathnet
A d20 Modern Mini-Game
Ever feel like you can't escape the Internet? Deathnet, by *Eberron* creator Keith Baker, puts you in the role of a virtual reality playtester trapped in a deadly computer network. Team up with cartoonish plumbers, fireball-hurling wizards, and frag-happy space marines in an attempt to thwart the evil secret of the Deathnet!

DUNGEON #105

POLYHEDRON #164

wizard, or bard, but after reading those articles, I find myself wanting to put down the plate armor and don the flowing robes!

But I am deeply saddened in writing this time. I find that now that I am becoming more and more excited about the game, things have changed.

First, I have been forced to relocate to sunny California from not quite so sunny Utah. It has been a positive move for the most part, save one: I have no gaming crew! How do I go about establishing contact with new gamers? Not only that, but I can't even find a decent D&D supplier in my area! Help!

Next, because I am without gaming party members, I am debating on introducing my 14-year-old cousin to the game, but I barely know enough to play. (My crew in Utah was very good at helping me out.) How can I teach when I am still very much the student? I would also like to teach my wife, but that might be a hopeless venture.

Help me *Dragon;* you're my only hope!

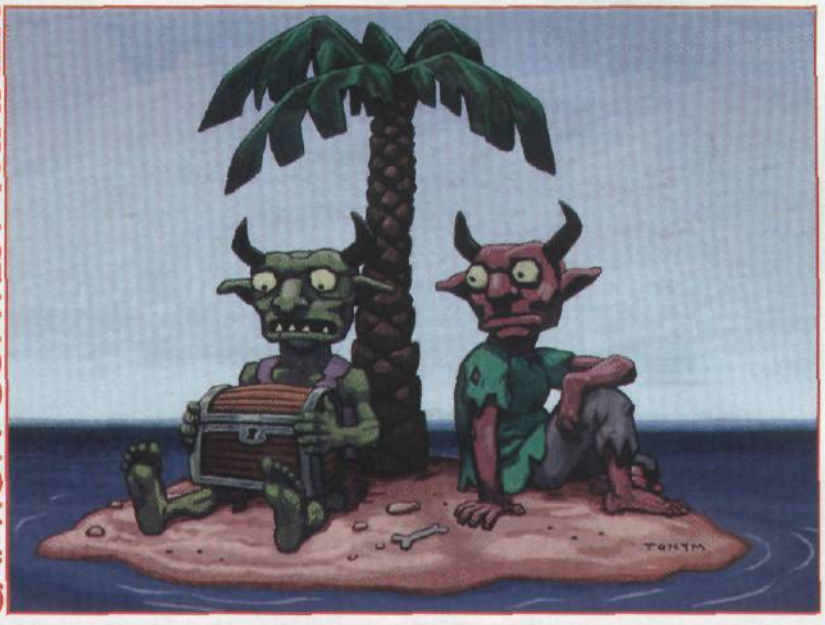
Jason Webb
Bloomington, CA

Issue #312 had an excellent article about online roleplaying, and it might help you find people to play with. Also, check out some local college campuses. They often have someplace where students can post their interests and form clubs, and even if you can't find a group to play with, someone should be able to point you to a hobby shop where you can meet others looking for a game crew.

Regardless of how those avenues pan out, get your cousin and your wife involved! There's nothing wrong with learning to play as you go, and if you give your cousin the books, you might find yourself the student in a couple of months. Also, check out the D&D Miniatures *game. It's an easy introduction to the basic mechanics of play. Once they're familiar with the game and having fun, you can flip over the cards and play with the D&D stats and rules. After that, it shouldn't be hard to take the game into the dungeon and on to adventure!*

Matthew Sernett

CAPTION CONTEST WINNER



WINNER

"If I hadn't lost the key, we could have played *Candyland* all afternoon . . ."

Chris Riff
Chicago, IL

RUNNER-UP

"Well sure, in hindsight it would've been smarter to grab the collapsible boat . . ."

David Wilkerson
Franklin, TN

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KEV, DO YOU THINK YOU COULD PERSUADE YOUR BOSS TO LET ME JOIN HIS PARTY? HMMM? YOU SAID THERE IS NO BARD IN THE PARTY...AND MY MUSIC CAN HELP YOU GUYS FIGHT BETTER AND STUFF.
YOU'RE A BARD? I DIDN'T KNOW THAT...WHAT KIND OF INSTRUMENT DO YOU PLAY?
A BIG, BRONZE GONG.
A GONG?! CRIPES! EVERY TIME YOU GONGED YOUR GONG, EVERY FRIKKIN' MONSTER IN THE DUNGEON WOULD KNOW WHERE WE WERE!
TRUE... BUT CONSIDER THIS... COULD A FLUTE OR A MANDOLIN PROVIDE EVERYONE IN YOUR PARTY WITH 50% COVER?

by Tony Moseley

A PRESSING SITUATION

THE OBVIOUS IS OFTEN OVERLOOKED

by Gary Gygax

Even back in the late 1970s, there was quite a lot of interest from players outside the Lake Geneva area to have a go at the many levels of the Greyhawk Castle dungeons. I gladly accommodated this whenever it was possible. It occurred mainly at conventions, of course, so I made a point of dragging the big binder of maps and the smaller one of encounter notes with me when attending such a gathering. Many people played, and most did at least passably well, their PCs surviving the experience. However, one group is memorable in that despite being intelligent and knowledgeable gaming veterans, they panicked, looked for something complex and difficult, and ended up with characters that looked like road kills.

After the party had spent about an hour or so working their way down through the dungeon, looking mainly for a means of delving lower, they had descended far enough to discover a large and relatively unexplored sublevel. There were plenty of monsters and various problem-solving areas on the level. One of the latter was a simple trap room. As is typical, the adventurers seemed to head directly for the room in question, and in short order opened its door. I described it in this manner, "Before you is a circular chamber about 40 feet in diameter. It is metal-walled, and the low ceiling appears to be made of iron. You see no doors in the room, but there is a small object lying on the floor in the center of it. You notice no other features from where you observe this place."

Of course, the whole party entered and began to explore this unusual room. It took only a few minutes of real time for them to discover that the chamber seemed to "wobble" and that the exit door was no longer there, a wall of iron having appeared in its place. Furthermore, the ceiling was descending slowly, at the rate of about a foot a minute. As its original height was 10 feet, this gave them considerable time to find a way out . . . or to discover a means of reversing the descent.

The object in the center of the chamber was a dagger with a heavy triangular blade. The adventurers quickly picked it up, but instead of looking directly above its original resting place, where there was a triangular hole in the iron ceiling, they tried to wedge it into the small space between the encircling wall and the descending ceiling. This attempt was to no avail, of course, as that dagger was the tool meant to serve as the key that reversed the mechanism operating the "hamburger-press" ceiling. It seemed so obvious—dagger in the middle of the room, hole of the same shape in the ceiling above it. Alas for the party, panic set in. One member used a *dimension door* spell to escape. The other six or seven characters attempted to stop the ceiling's descent with various implements and sought hidden means of egress, all to no avail. Their PCs horribly crushed and dead, these players gained some slight satisfaction when the sole surviving character met his end at the hands of a wandering monster while attempting to escape from the dungeons.

The moral to the story is that many times the obvious is actually the proper thing to try first . . . or at least to try as a last resort. Seeking other means before checking out what seems plain can prove to be a fatal error. Besides that, players failing to do so make the DM look bad. Honest, fellows, I am not a ruthless PKer. All they had to do was use common sense. Sometimes the simple solution is lost upon those expecting great complexities.

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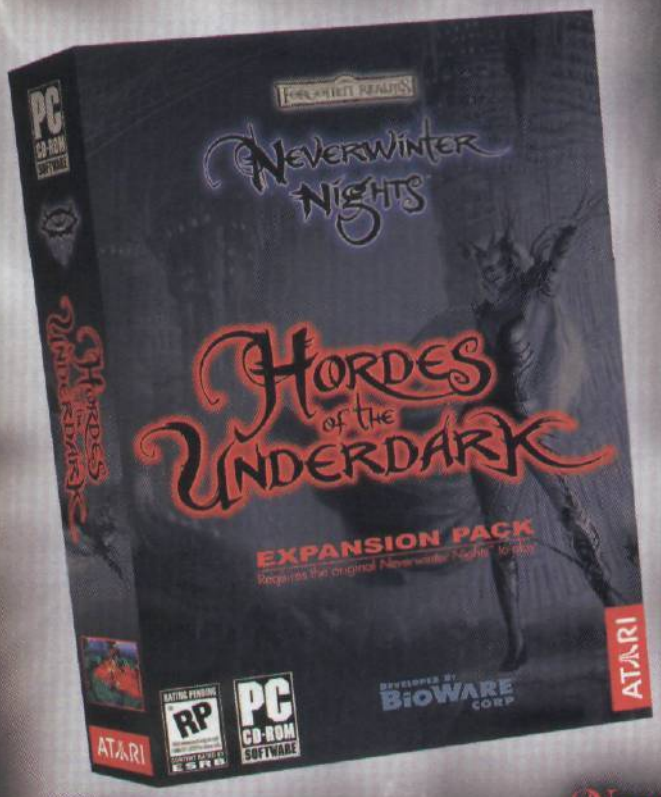

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DORK TOWER
BY JOHN KOVALIC
WHAT ARE YOU DOING, CARSON?
SELLING SOME OF MY GAMES ONLINE.
SELLING YOUR GAMES? NO WAY!
GROAN I HAVE TO ...
BUT...BUT... (SPLUTTER) THAT'S JUST UNHEARD OF!
SELLING YOUR GAMES!
HOW DID IT COME TO THIS?
WELL, I JUST SAT DOWN ONE DAY AND CALCULATED WHAT I SPENT EVERY WEEK ON GAMES.
IT'S A RIDICULOUS AMOUNT. INSANE. AND IT ALL ADDS UP, YOU KNOW. I NEVER HAVE ANY MONEY LEFT OVER!
SO I HAVE TO SELL SOME OF MY GAMES, BECAUSE I NEED THE CASH.
SIGH. WELL, THAT'S TOO BAD.
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by Dean Poisso · illustrated by Wayne Reynolds

ANIMAL ANCESTRY

Characters that Answer the Call of the Wild

The lonely cry of the lycanthrope floats across the misty woods beneath the haunted glimmer of moonlight—an ululation of primal longing that is savage, yet deliberate.

Shapechangers have walked with the civilized races since the dawn of time, and their animal songs are woven into the tapestries of all humanoid cultures. After all, lycanthropes and humanoids are linked by common blood and—some whisper—by common desires.

Some lycanthropes are unhappy slaves to their primal instincts; others revel in them, giving free rein to the bestial urges that make them dangerous to the civilized world. Still others have mastered their feral sides, melding their animalistic natures with the other aspects of their beings to achieve true peace of mind. Regardless of origin or outlook, however, lycanthropes may use their gifts for good or ill, and some pass along their link with the wild to progeny that invariably reveal their "blessed" inheritance.

WEREBEAR ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR Increase	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+2 Str, +1 natural armor, *bite 1d6, *2 claws 1d4, bear feat (Track), alternate form, scent *damage reduction 1/silver, shapechanger subtype, +4 racial bonus to Swim checks
2nd	2d8	+1	+3	+3	+0	2 + Int mod	1	*+2 Str, *+2 Con, +1 natural armor, bear empathy
3rd	2d8	+1	+3	+3	+0	—	2	*+2 Str, *+2 Con, *+1 natural armor, Iron Will, *damage reduction 2/silver, **improved grab
4th	3d8	+2	+3	+3	+1	2 + Int mod	2	*+2 Str, *+2 Con, *+1 natural armor, *bite 1d6, *claws 1d6, bear feat (Run)
5th	4d8	+3	+4	+4	+1	2 + Int mod	3	*+2 Str, *+2 Dex, *+1 natural armor, *bite 1d8, *damage reduction 3/silver, ability score increase
6th	5d8	+3	+4	+4	+1	2 + Int mod	3	*+2 Str, *+1 natural armor
7th	5d8	+3	+4	+4	+1	—	3	*+2 Str, *+2 Con, *+1 natural armor, *damage reduction 4/silver
8th	6d8	+4	+5	+5	+2	2 + Int mod	4	*+2 Str, **bite 2d6, *damage reduction 5/silver, bear feat (Endurance)
***9th	6d8	+4	+5	+5	+2	—	4	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.
**Available only in animal form. ***Natural lycanthropes only.

WEREBEAR RACIAL TRAITS

Size: The werebear's animal form is Large.
Favored Class: Werebear. The best multiclassing choices for a werebear are barbarian, fighter, or ranger.

WEREBEAR CLASS SKILLS

The werebear's class skills (and the key ability for each skill) are:
Str: Climb, Swim.
Wis: Listen, Spot.

AFFLICTION OR HERITAGE?

Humanoids naturally fear lycanthropes, and their usual reaction to the discovery of one living nearby is to hunt it down and brutally slay it. Such treatment has pushed most lycanthropes into lives of extreme seclusion, although a few breeds tend to build large families whose members can rely on one another for protection. Very occasionally, such families evolve into burgeoning communities, much to the surprise and dismay of those who hunt their members.

Inside these rare enclaves, the shapechangers can hone their unique abilities to predatory sharpness. The beastfolk that make up such clans often display startling intellect and dignity, as well as horrifying ferocity. Like the normal men and women they resemble, they exhibit a full range of good, evil, and neutral alignments.

Natural lycanthropes are born to others like themselves—they are not cursed humanoids afflicted with an unwanted disease. Such natural lycanthropes enjoy benefits not shared by their troubled cousins.

This article presents the level advancements for natural lycanthrope characters only. An afflicted lycanthrope PC could be cured of the disease during any full moon, making those days of the month a serious liability. In addition, an afflicted lycanthrope would have to make Control Shape checks to gain the full use of the lycanthrope abilities. If you wish to allow afflicted lycanthrope characters despite these difficulties, they follow the same rules and level progressions outlined below, except they do not gain the last level.

LYCANTHROPE CLASSES

Savage Species presented various monsters as classes, spreading out their qualities over several "monster levels." Although lycanthrope is a template rather than a specific monster kind, it can be treated the same way, spreading out the abilities gained over a number of levels equal to the sum of the level adjustment for the template (+3 for a natural lycanthrope or +2 for an afflicted one) and the Hit Dice of the animal. This article provides class advancement tables for the lycanthropes presented in the *Monster Manual*.

When planning to play a natural lycanthrope character, you must first choose a base creature of the humanoid or giant type. If the base creature lacks a level adjustment and racial HD (as is the case with the core races), apply the racial traits of your chosen creature to your 1st-level lycanthrope. If you choose a creature with racial HD or racial HD and a level adjustment, you must apply the creature's racial traits to the lycanthrope and begin play at higher than 1st level.

LYCANTHROPE RACIAL TRAITS

These racial traits are common to all lycanthropes.

Starting Ability Score Adjustments: +2 Wis.

Size: The lycanthrope's hybrid form is the size of the base creature or the lycanthrope's animal form, whichever is larger. If the lycanthrope's hybrid form is larger than its animal form, adjust the natural attack damage listed in the lycanthrope's advancement table up one step according to the table on page

176 of the *Monster Manual*. Do not adjust the lycanthrope's ability scores or natural armor due to a size change between forms; make only the changes outlined by the lycanthrope's level.

Hit Points: The lycanthrope's hit points are calculated by its Constitution in animal form. The lycanthrope has the same hit points in all forms.

Armor Class: General increases to natural armor granted by lycanthrope levels are added to the natural armor of the lycanthrope in all forms. Increases that specifically affect the animal and hybrid forms of the lycanthrope do no affect it when in base-creature form. In animal form, the lycanthrope has a total natural armor bonus equal to the general increases and animal/hybrid specific increases; ignore the animal's normal natural armor bonus. In hybrid form, the lycanthrope has the natural armor of the total for the base-creature form or the total for the animal form, whichever is higher.

Low-Light Vision: A lycanthrope has low-light vision in all forms.

Skills: If the lycanthrope level is the character's 1st character level, she gains x4 skill points. Otherwise a lycanthrope adds skill points from her lycanthrope levels much as if she had multiclassed into the lycanthrope class.

Werebear

Solitary hunters, werebears are occasionally found in small families and even more rarely in small communities. They often take up service with local foresters, serving as wardens and caretakers for old forests.

Werebear societies are matriarchal as often as not, with the women making many of the day-to-day decisions about how to run the community. The largest, oldest males serve as enforcers and protectors of the settlement.

Werebear Class Features

All of the following are class features of the werebear class.

Weapon and Armor Proficiency: A werebear is proficient with weapons and armor as described for the base creature's type.

Bear Feats: A werebear gains Track at 1st level, Run at 4th level, and Endurance at 8th level. These feats take the place of those normally gained by a character at 1st, 3rd, 6th, and 9th level. With DM permission, you may choose substitute feats. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Alternate Form (Su): A werebear can assume the form of a brown bear or bear-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a werebear in bear form or bear-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the werebear class.

Scent (Ex): A werebear has the scent special quality in all forms.

Bite/Claws: At 1st level, the werebear in animal or hybrid form gains a bite attack and two claw attacks. These are natural weapons dealing the indicated damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Damage Reduction (Ex): At 1st level, a werebear in bear or hybrid form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Werebear Advancement table, culminating in damage reduction 10/silver at 9th level.

WEREBOAR RACIAL TRAITS

Size: The wereboar's animal form is Medium.

Favored Class: Wereboar. The best multiclassing choices for a wereboar are barbarian or ranger.

WEREBOAR CLASS SKILLS

The wereboar's class skills (and the key ability for each skill) are:

Wis: Listen, Spot.

WEREBOAR ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+2 Con, +1 natural armor, *gore 1d6, boar feat (Toughness), alternate form, *damage reduction 1/silver, **bite 1d4, **2 claws 1d4, shapechanger subtype, scent
2nd	1d8	+0	+2	+2	+0	—	1	*+2 Str, +1 natural armor, *damage reduction 2/silver
3rd	2d8	+1	+3	+3	+0	2 + Int mod	2	*+2 Con, *+2 natural armor, *bite 1d6, *damage reduction 3/silver, Iron Will
4th	2d8	+1	+3	+3	+0	—	2	*+2 Str, *+2 natural armor, boar empathy, *damage reduction 4/silver, *gore 1d8
5th	3d8	+2	+3	+3	+1	2 + Int mod	3	*+2 Con, *+2 natural armor, ferocity, boar feat (Alertness), *damage reduction 5/silver
***6th	3d8	+2	+3	+3	+1	—	3	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.

**Available only in hybrid form.

***Natural lycanthropes only.

Bear Empathy (Ex): At 2nd level, a werebear learns to communicate with bears and dire bears. This ability allows him to communicate simple concepts and (if the animal is friendly) simple commands. He also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

Improved Grab (Ex): To use this ability, the werebear must be 3rd level or higher, be in bear form, and hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Iron Will: A werebear gains Iron Will as a bonus feat at 3rd level.

Ability Score Increase: At 5th level, the lycanthrope character may increase any ability score by one point.

Curse of Lycanthropy (Su): At 9th level, a natural werebear can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a natural werebear in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Wereboar

Wereboars are usually solitary, preferring the quiet of the forest and marshlands to the dangers of "civilized" societies. A few choose to live in small groups. Wereboars are aware that some civilized races hunt their kind for sport, and this realization doubtless contributes to their terrible tempers. Despite these facts, some wereboars successfully enter the world of civilized people. These wereboars serve as powerful wardens for certain liberal-minded nobles; others gain reputations as fearsome rebels against oppressive powers.

Wereboar Class Features

All of the following are class features of the wereboar class.

Weapon and Armor Proficiency: A wereboar is proficient with weapons and armor as described for the base creature's type.

Boar Feats: A wereboar gains Toughness at 1st level and Alertness at 5th level. These feats take the place of those normally gained by a character at 1st, 3rd, and 6th level. With DM permission, you may choose substitute feats. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Alternate Form (Su): A wereboar can assume the form of a boar or boar-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a wereboar in boar form or boar-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the wereboar class.

Scent (Ex): A wereboar has the scent special quality in all forms.

Damage Reduction (Ex): At 1st level, a wereboar in boar or hybrid form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Wereboar Advancement table, culminating in damage reduction 10/silver at 6th level.

Gore/Bite/Claws: At 1st level, the wereboar gains a gore attack in her animal form, the wereboar has two claw attacks and a bite attack in hybrid form. These are natural weapons dealing the indicated damage. If the lycanthrope has only one natural attack in animal form, it adds 1-1/2 times its Strength bonus to damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Boar Empathy (Ex): At 4th level, a wereboar learns to communicate with boars and dire boars. This ability allows her to communicate simple concepts and (if the animal is friendly) simple commands. She also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

WERERAT RACIAL TRAITS

Size: The wererat's animal form is Small.
Favored Class: Wererat. The best multiclassing choices for a wererat are rogue and fighter.

WERERAT CLASS SKILLS

The wererat's class skills (and the key ability for each skill) are:
Str: Climb, Swim.
Dex: Hide, Move Silently.
Wis: Listen, Spot.

WERERAT ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+2	2 + Int mod	1	*+2 Dex, +1 natural armor, *bite 1d4, **2 claws 1d4, dire rat feat (Alertness), alternate form, scent, *damage reduction 1/silver, shapechanger subtype, +8 racial bonus to Swim checks
2nd	1d8	+0	+2	+2	+2	—	1	*+2 Dex, +1 natural armor, Weapon Finesse, *damage reduction 3/silver, disease
3rd	1d8	+0	+2	+2	+2	—	2	*+2 Dex, *+2 Con, *+1 natural armor, **bite 1d6, *damage reduction 5/silver, rat empathy, Iron Will
***4th	1d8	+0	+2	+2	+2	—	2	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.
**Available only in hybrid form. ***Natural lycanthropes only.

Iron Will: A wereboar gains Iron Will as a bonus feat at 3rd level.

Ferocity (Ex): At 5th level, a wereboar becomes such a tenacious combatant that she continues to fight without penalty even while disabled or dying. She can fight until she reaches -10 and dies.

Curse of Lycanthropy (Su): At 6th level, a natural wereboar can infect other creatures with lycanthropy. Any humanoid or giant hit by the gore attack of a natural wereboar in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Wererat

Wererats live closer to their humanoid kin than most other lycanthropes. Like their rodent brethren, they have managed to find their own niche within the dark corners of society. Usually viewed as plague-carrying vermin, they have nonetheless proven to be among the most successful lycanthropes at blending their extensive colonies with the throngs of humankind. Whole warrens of a city are sometimes converted into wererat enclaves. Although they are secretive and paranoid, wererats make fearsome enemies when provoked.

Wererat Class Features

All of the following are class features of the wererat class.

Weapon and Armor Proficiency: A wererat is proficient with weapons and armor as described for the base creature's type.

Dire Rat Feat: A wererat gains Alertness at 1st level. This feat takes the place of those normally gained by a character at 1st and 3rd level. With DM permission, you may choose a substitute feat. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Alternate Form (Su): A wererat can assume the form of a dire rat or rat-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a wererat in rat form or rat-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the wererat class.

Scent (Ex): A wererat has the scent special quality in all forms.

Damage Reduction (Ex): At 1st level, a wererat in dire rat or hybrid form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Wererat Advancement table, culminating in damage reduction 10/silver at 4th level.

Bite/Claws: At 1st level, the wererat in animal form has a bite attack and in hybrid form gains a bite attack and two claw attacks. These are natural weapons dealing the indicated damage. If the lycanthrope has only one natural attack in animal form, it adds 1-1/2 times its Strength bonus to damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Weapon Finesse: A wererat gains Weapon Finesse as a bonus feat at 2nd level.

WERETIGER RACIAL TRAITS

Size: The weretiger's animal form is Large.
Favored Class: Weretiger. The best multiclassing choices for a weretiger are ranger and fighter.

WERETIGER CLASS SKILLS

The weretiger's class skills (and the key ability for each skill) are:
Str: Swim.
Dex: Balance, Hide, Move Silently.
Wis: Listen, Spot.

WERETIGER ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+2 Str, +1 natural armor, *2 claws 1d4, *bite 1d4, alternate form, *damage reduction 1/silver, shapechanger subtype, scent, tiger feat (Alertness), +4 racial bonus to Balance, Hide, and Move Silently, **racial bonus to Hide increases to +8 in grass or heavy undergrowth
2nd	2d8	+1	+3	+3	+0	2 + Int mod	1	*+2 Str, +1 natural armor, **improved grab, *bite 1d6,
3rd	2d8	+1	+3	+3	+0	—	2	*+2 Str, *+2 Con, *+1 natural armor, *damage reduction 2/silver
4th	3d8	+2	+3	+3	+1	2 + Int mod	2	*+2 Str, *2 claws 1d6, *bite 1d8, *damage reduction 3/silver, tiger feat (Improved Natural Attack [claw])
5th	4d8	+3	+4	+4	+1	2 + Int mod	3	*+2 Dex, *+2 Con, ability score increase, *damage reduction 4/silver, **rake
6th	5d8	+3	+4	+4	+1	2 + Int mod	4	*+2 Str, *+1 natural armor, tiger empathy, Iron Will
7th	5d8	+3	+4	+4	+1	—	5	*+2 Con, *+2 Dex, *damage reduction 5/silver
8th	6d8	+4	+5	+5	+2	2 + Int mod	4	*+2 Str, *+1 natural armor, **pounce, tiger feat (Improved Natural Attack [bite])
***9th	6d8	+4	+5	+5	+2	—	4	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.
**Available only in animal form. ***Natural lycanthropes only.

Iron Will: A wererat gains Iron Will as a bonus feat at 3rd level.

Rat Empathy (Ex): At 3rd level, a wererat learns to communicate with rats and dire rats. This ability allows him to communicate simple concepts and (if the animal is friendly) simple commands. He also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

Disease (Ex): Filth fever—bite, Fortitude DC (10 + Con modifier), incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Curse of Lycanthropy (Su): At 4th level, a natural wererat can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a natural wererat in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Weretiger

Weretigers maintain an air of nobility, no matter how savage their tastes. Regal in bearing, these feline predators are among the most powerful of lycanthropes, and they accept no others as equals. They are a near match in strength to the mighty werebears, but they possess the tenacity of wereboars coupled with enough savagery to quell a pack of werewolves. Clannish but social, weretigers occasionally establish themselves as rulers in humanoid lands. They surround themselves with luxuries when possible but have no problem living in the wild.

Weretiger Class Features

All of the following are class features of the weretiger class.

Weapon and Armor Proficiency: A weretiger is proficient with weapons and armor as described for the base creature's type.

Alternate Form (Su): A weretiger can assume the form of a tiger or tiger-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a weretiger in tiger form or tiger-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the weretiger class.

Scent (Ex): A weretiger has the scent special quality in all forms.

Bite/Claws: At 1st level, the weretiger gains a bite attack and two claw attacks. These are natural weapons dealing the indicated damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Damage Reduction (Ex): At 1st level, a weretiger in hybrid or tiger form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Weretiger Advancement table, culminating in damage reduction 10/silver at 9th level.

Tiger Feats: A weretiger gains Alertness at 1st level, Improved Natural Attack (claw) at 4th level, and Improved Natural Attack (bite) at 8th level. These feats take the place of those normally gained by a character at 1st, 3rd, 6th, and 9th level. With DM permission, you may choose substitute feats. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Tiger Empathy (Ex): At 4th level, a weretiger learns to communicate with tigers and dire tigers. This ability allows her to communicate simple concepts and (if the animal is friendly) simple commands. She also receives a +4 racial

WEREWOLF RACIAL TRAITS

Size: The werewolf's animal form is Medium.

Favored Class: Werewolf. The best multiclassing choices for a werewolf are barbarian, ranger, and fighter.

WEREWOLF CLASS SKILLS

The werewolf's class skills (and the key ability for each skill) are:

Dex: Hide, Move Silently.

Wis: Listen, Spot, Survival.

WEREWOLF ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+1 Str, *+1 Dex, +1 natural armor, *bite 1d4, alternate form, *damage reduction 1/silver, shapechanger subtype, scent, wolf feat (Weapon Focus [bite]), +4 racial bonus to Survival checks when tracking by scent
2nd	1d8	+0	+2	+2	+0	—	1	*+1 Str, *+2 Con, +1 natural armor, **2 claws 1d4, *damage reduction 2/silver, Track
3rd	2d8	+1	+3	+3	+0	2 + Int mod	2	*+2 Dex, *+1 natural armor, *bite 1d6, *damage reduction 3/silver, **trip attack
4th	2d8	+1	+3	+3	+0	—	2	*+1 Dex, *+2 Con, *+1 natural armor, Iron Will, *damage reduction 5/silver, wolf empathy
***5th	2d8	+1	+3	+3	+0	—	2	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.

**Available only in hybrid form.

***Natural lycanthropes only.

bonus on checks made to influence the attitudes of such creatures.

Iron Will: A weretiger gains Iron Will as a bonus feat at 6th level.

Improved Grab (Ex): To use this ability, the weretiger must be in tiger form and hit with a claw or bite attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can rake (if she has that ability).

Rake (Ex): Beginning at 5th level, the weretiger in tiger form gains the rake ability. These are two additional claw attacks that are always secondary attacks. See the description of the rake ability in the Glossary of the *Monster Manual*.

Ability Score Increase: At 5th level, the lycanthrope character may increase any ability score by one point.

Pounce (Ex): Beginning at 8th level, the weretiger in tiger form can make a full attack after a charge, including two rake attacks.

Curse of Lycanthropy (Su): At 9th level, a natural weretiger can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a natural weretiger in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Werewolf

Werewolves are justifiably the most feared of the lycanthropes. Their predatory instincts are incredibly strong, and their savagery is legendary. But while many werewolves have slaked their thirst for blood upon mankind, many who live among humans have managed to control their feral appetites and blend into society. Those who can subjugate their natural urges in this way are individuals of great inner discipline, and they often find themselves in leadership positions.

Werewolves sometimes live in small, remote village communities with others of their kind, where they exult in the union with their animal heritage. These secretive enclaves are hostile to strangers, and their members jealously guard the inner secrets of their kind.

Werewolf Class Features

All of the following are class features of the werewolf class.

Weapon and Armor Proficiency: A werewolf is proficient with weapons and armor as described for the base creature's type.

Alternate Form (Su): A werewolf can assume the form of a wolf or wolf-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a werewolf in wolf form or wolf-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the werewolf class.

Scent (Ex): A werewolf has the scent special quality in all forms.

Bite/Claws: At 1st level, the werewolf gains a bite attack in his animal and hybrid forms, and at 3rd level, he gains two claw attacks in his hybrid form. These are natural weapons dealing the indicated damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Damage Reduction (Ex): At 1st level, a werewolf in hybrid or wolf form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Werewolf Advancement table, culminating in damage reduction 10/silver at 5th level.

Wolf Feat: A werewolf gains Weapon Focus (bite) at 1st level. This feat takes the place of those normally gained by a character at 1st and 3rd level. With DM permission, you may choose a substitute feat. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Track: A werewolf gains Track as a bonus feat at 2nd level.

Trip (Ex): A 3rd-level or higher werewolf in animal form who hits with a bite attack can attempt to trip his opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): At 4th level, a werewolf learns to communicate with wolves and dire wolves. This ability

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allows him to communicate simple concepts and (if the animal is friendly) simple commands. He also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

Iron Will: A werewolf gains Iron Will as a bonus feat at 4th level.

Curse of Lycanthropy (Su): At 5th level, a natural werewolf can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a natural werewolf in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

FERAL FEATS

The qualities of lycanthropes allow them to benefit from a number of new feats that improve their natural abilities. Partly evolved instinct and partly learned technique, these feats reflect the animal legacy of lycanthropes and their intimate connections to nature.

Any character who meets the prerequisites may choose the following feats, but most are more useful to lycanthropes. Some of these feats are typical to particular kinds of lycanthropes—so much so that DMs may wish to limit them to such characters.

Crushing Hug [General]

You can crush the mightiest of opponents in a grapple.

Prerequisites: Str 13, improved grab, base attack bonus +3.

Benefit: Whenever you successfully make a grapple check to deal damage with a primary attack, apply double your Strength bonus to the damage you deal.

Gore Toss [General]

You gain a free trip attack with a successful gore attack.

Prerequisites: Gore attack, base attack bonus +4.

Benefit: After a successful gore attack, you may attempt a trip attack as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent cannot react to trip you.

Hamstring Attack [General]

When you strike a vulnerable foe, you instinctively attack in ways that can significantly slow your enemies.

Prerequisites: Str 13, Dex 15, base attack bonus +4.

Benefit: When you use a natural weapon to make a successful attack while flanking, attack of opportunity, or attack against an opponent who is stunned or prone, you may choose to deal Dexterity damage instead of normal damage. Roll the damage for the attack normally; the result is the DC for the target's Fortitude save against the effect. A creature that fails the Fortitude save takes 1d4 points of Dexterity damage. Success negates the damage. You must indicate your intention to use this feat before you roll damage.

Hibernate [General]

When you sleep, you heal at an increased rate.

Prerequisite: Con 13, Endurance.

Benefit: So long as you get at least 8 hours of uninterrupted sleep, you regain hit points equal to your twice your character level and heal 2 points of ability damage to each affected score. If you sleep uninterrupted for a full day and night, you regain hit points equal to four times your character level and heal 4 points of ability damage to each affected score. "Uninterrupted sleep" does not need to take place in a bed.

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Normal: When you rest a full 8 hours, you regain hit points equal to your character level and heal 1 point of ability damage to each affected score. If you have complete bed rest for a full day and night, you regain hit points equal to twice your character level and heal 2 points of ability damage to each affected score.

Moonwarrior [General]

The power of the moon guides you on the hunt. Its tidal forces surge through your body, providing you with extra power to strike down your prey.

Prerequisite: Str 15, low-light vision.

Benefit: In conditions of low light such as starlight, torchlight, or a *light* spell, you gain a +1 morale bonus to attacks. In moonlight, you additionally gain a +1 morale bonus to damage.

Pack Feint [General]

You know how to confuse an opponent with the aid of your comrades.

Prerequisites: Dex 13, Wis 13, Bluff 3 ranks, base attack bonus +3.

Benefit: Whenever you successfully use Bluff to feint in combat, the target loses its Dexterity bonus to AC for your next attack and the next attack of any allies adjacent to the foe when you made your Bluff check. To benefit from this feat, each ally's next attack and your next attack must be made on or before your next turn.

Normal: After a successful feint in combat, your victim loses its Dexterity bonus to AC for your next attack, so long as you make your attack on or before your next turn.

Pack Tactics [General]

Fighting in cooperation with one or more partners is second nature to you. You are a master of harrying opponents and finding their undefended flanks.

Prerequisites: Wis 13.

Benefit: Whenever you flank an opponent, an ally not flanking that foe gains a +1 bonus to melee attacks made against your flanked opponent. Flanking allies retain the normal +2 bonus to melee attacks.

Quick Change [General]

You can shift to an alternate form faster and more easily than normal.

Prerequisites: Dex 13, alternate form special quality.

Benefit: You may change form as a move action.

Normal: A lycanthrope can change form as a standard action.

Spirit of the Beast [General]

You can manifest your natural weapons even in humanoid form.

Prerequisites: Dex 13, Con 13, Quick Change, alternate form special quality.

Benefit: You may manifest your hybrid form's natural attacks as a move action while you are in humanoid form. The natural attacks deal damage as appropriate for your size; see page 176 in the *Monster Manual*. Once manifested, you may use the natural attacks for as long as you wish. Ending the manifestation of your natural attacks is a move action. Using this feat is a supernatural effect.

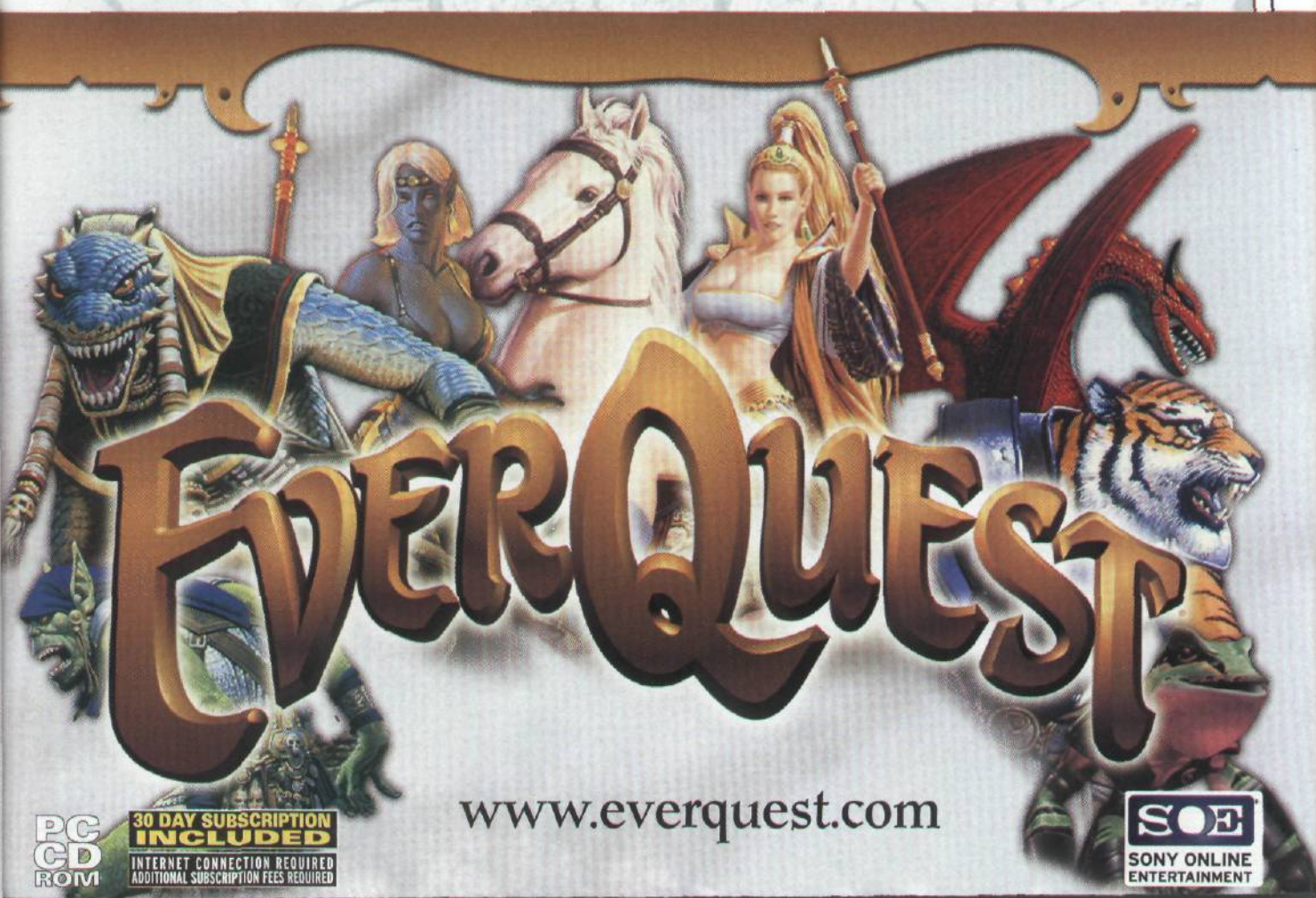
Normal: Lycanthropes normally do not have access to their natural weapons in humanoid form.

Sprinter [General]

You use explosive bursts of speed to bring down prey or escape from your enemies.

Prerequisites: Dex 15, Con 15, Run.

Benefit: Three times per day, you may increase your speed by 10 feet for a number of rounds equal to your



Constitution bonus.

Roleplaying the Beast Within

Each lycanthrope constantly wars with itself, pitting its humanoid rationality against the primal instincts of its animal nature. It vacillates constantly between cool reason and a nearly irrepressible predilection for violence. While natural lycanthropes are not helpless victims of their instincts in the same way as their afflicted cousins, it might take them years to gain complete control over their bestial impulses. A few give up trying altogether and revert almost entirely to animalistic behavior.

Each kind of lycanthrope might exhibit a number of behaviors typical to its type. These urges are primal instincts of its animal component. When roleplaying a lycanthrope character, consider the animal side of its personality. The sections below explore some possibilities for character traits of each type of lycanthrope described in this article.

Werebear Personality Traits

Werebears tend to be good-natured but secretive. They enjoy the company of friends, but they are slow to trust others. Fierce in defense of their allies and their beliefs, werebears can nevertheless be frightened by a show of superior force.

Hibernator: A werebear loves sleeping, particularly in winter and when injured. Your werebear character might be hard to awaken, rolling over and going back to sleep unless what disturbed it was an emergency. Your werebear character might be grumpy and groggy if forced to wake up when he'd rather be sleeping.

Sweet Tooth: Bears love sweet foods, and your werebear character might also. Pastries, plum wine, sugared tea, and of course, honey could be a nearly irresistible draw to your character.

Rage of the Mother Bear: The parenting instinct is strong within werebears, and your werebear character might extend this feeling to any child or any person he sees as weaker than himself.

The Itch: Bears suffer from itchy skin and are famous for scratching their backs against trees and stones. Your werebear character might take opportune moments to scratch his back against a post or the corner of a building.

Wereboar Personality Traits

Wereboars are temperamental beasts at best. They react poorly to being surprised and are quick to anger. Wereboars tend to be greedy, but they can be surprisingly generous when satisfied with what they have.

Glutton: Wereboars tend to gorge themselves on food, and your wereboar character might be something of a glutton. Alternatively, your wereboar character might eat no more than normal, but she might eat nearly constantly

Grotesque Palate: Beetles, worms, rotten vegetables, bone marrow—it's all food to boars. A wereboar might be obsessed with a particular type of food or drink, or it might like to eat something that most creatures find inedible.

Wallow: Boars love cooling down in a thick, muddy pool. A wereboar character might also enjoy wallowing in filth, but the desire could also be more abstract. A wereboar character might find slumming at the local dive or rubbing shoulders with rogues at the thieves guild an opportunity too sweet to pass up.

Wererat Personality Traits

Wererats live paranoid, frightened lives. Both predators and prey, they are constantly on the lookout for creatures that would do them harm. Their innate drive to find new lairs makes these consummate rogues experts at breaking and entering.

Fear of Cats: The rat's natural fear of cats could be reflected in a wererat as an irrational fear or hatred of felines.

Filthy: Wererats typically have little desire to employ personal hygiene. Your wererat character might not be adverse to a bath—it simply doesn't occur to him that there might be a need to do so.

Gnawer: Wererats typically have unusually large teeth in all their physical forms, and your wererat character might use his teeth when nervous or bored, idly chewing on a shield or another item.

Packrat: Your wererat character might be a notorious collector. Such a wererat might irrationally covet anything from a particular kind of gem to cast-off shoes—and feel compelled to do everything in his power to obtain it.

Weretiger Personality Traits

Even a low-born weretiger exhibits a regal bearing. Those rare folk who come to know a weretiger invariably extol her nobility as well as her grace.

Defiant Roar: A weretiger with this urge can issue a throaty growl that gives her a +1 bonus on Intimidate checks. Whenever she hears a remark with which she strongly disagrees, she roars in defiance. Others who are aware of the weretiger's tendency can take advantage of this trait, gaining a +3 bonus on Sense Motive checks made against her.

Immaculate Fur: Cats are known for being particular about their cleanliness, and a weretiger might primp and preen in much the same way. Once your character has cleaned herself, she might insist on her comrades' cleanliness.

Stalker: The desire to hunt fills a weretiger. Whenever she comes upon someone she has sought out—be it friend or foe—she is filled with the urge to surprise the person. Some weretigers quell this desire to maintain their regal reputations, but others become prankish among friends.

Werewolf Personality Traits

Werewolves are among the most primal of the lycanthropes. They live from heartbeat to heartbeat in world filled with sights, scents, and sounds that remind them of the wilderness. Werewolves enjoy the company of other werewolves but tend to be laconic and distant with other creatures.

Howl of Triumph/Tragedy: A werewolf howls at the moon, but also to communicate its feelings. Any triumph or tragedy could be reason to bay and bark.

Scent of Recognition: Wolves explore the world with their noses, and your werewolf character might do this as well. A strange scent might drive your character wild with curiosity.

Territorial Marking: Wolves are territorial creatures that mark their territory. Your werewolf creature might claim the battlegrounds of fights it wins by placing a special marker or scratching a symbol or his name onto a surface.

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SHRINE WAR

New D&D Miniatures Scenario

by Rob Heinsoo · illustrated by Jason Engle

Shrine War is a *D&D Miniatures* scenario for 2-4 players. The scenario makes use of four new feature tiles introduced in this issue. Each of four factions from *D&D Miniatures* gets a special shrine tile. Rules for using these faction shrines in other scenarios and ideas for using the tiles in D&D roleplaying sessions follow the Shrine War scenario rules.

Like other scenarios, Shrine War uses the Standard Scenario appearing on page 103 of the *Miniatures Handbook* as its basis. If you haven't picked up the *Miniatures Handbook* or even any miniatures yet, this article provides some ways to use the Shrine War scenario in your D&D roleplaying game.

SHRINE WAR

Deep in the heart of what is normally safe territory, near shrines dedicated to feared or beloved deities, two-way teleportation links sometimes open to rival deities' shrines. Loyal warriors rush to the attack, desperate to ruin the enemy shrine before their own holy sanctum can be violated.

SPECIAL RULE: THE DIVIDE AND SETUP

In a two-player game, divide the battle grid into two halves, drawing a thin wall down the middle of the long sides, seventeen squares from the edge. This wall is completely impassable, even to creatures that can normally move through walls.

The two halves of the battle grid are, in fact, located many hundreds or thousands of miles apart. There is no way to move between the two halves of the battle grid without using the Teleporter Statues described below.

In a four-player game, use two battle grids and split them down the middle and along the edge between the grids, so that each player gets a half-grid as his own territory.

Players can only set up terrain inside their own territory, not in an enemy's half. Creatures with the Scout ability have to set up in their own territory. Creatures with the Wandering Monster ability set up on a random feature tile, as usual, which might be in the enemy's territory or might be in your own.

SPECIAL RULE: FACTION SHRINES

Each warband must choose its faction shrine as one of its feature tiles, and must place that tile as its second terrain placement after placing its assembly tile. Lawful Good warbands get the Justice Shrine, Chaotic Good warbands get the Freedom Shrine, Lawful Evil warbands get the Shrine of Tyranny, and Chaotic Evil warbands get the Shrine of Slaughter. See Terrain Rules below for full rules for the faction shrines and their new terrain types.

SPECIAL RULE: TELEPORTER STATUES

Every statue, including the statues on the faction shrine tiles, is capable of teleporting adjacent creatures into other squares. Attempting to use a special Teleporter Statue uses one of a creature's move actions.

Creatures that are Difficult 20 may not use a Teleporter Statue. Using a Teleporter Statue does not draw attacks of opportunity.

Use the following procedure to teleport using a statue.

Step 1: During its turn, a creature adjacent to a statue uses a move action to activate the statue. You specify the direction you want the creature to teleport; to indicate direction, choose one of the eight squares adjacent to the square of the teleporting creature.

Step 2: Choose whether you want to make the Teleporter Roll using 1d20 or 2d20.

Step 3: Roll your chosen die, or dice, to get the Teleporter Roll.

Step 4: Count a number of squares equal to the Teleporter Roll in the direction you chose, away from the space your creature occupied next to the statue. If you chose one of the diagonals, count diagonal distance normally; every second diagonal counts as two squares.

Step 5: If the Teleporter Roll lands your creature in a legal square (or squares) on the battle grid, free of other creatures, statues, and impassable terrain, place your creature in that square. If your creature still has actions it can perform this turn, it still counts as under command if it started its turn under command.

Step 6: If your Teleporter Roll landed your creature in an illegal square, or off the battle grid, that teleporter attempt failed. If the creature still has a move action left this turn, it could try again. Otherwise it will have to wait until next turn.

Special Rule: Routing

If your creatures rout while fighting on your section of the battle grid, they rout towards your exit corner normally. They are eliminated when they leave the battle grid, as usual.

If your creatures rout when they are in an enemy's piece of the battle grid, they rout to the corner of that section opposite the enemy's exit corner. Of course that corner next to the Divide lacks an exit. Instead of routing off the battle grid, your creatures stand as close to that corner as they can until they are rallied or eliminated.

Special Rule: Reinforcements

Each shrine is located in the heart of its defender's territory, so reinforcements stream into the battlefield constantly. At the beginning of each turn, the player who wins initiative rolls another 1d20, the Reinforcement Roll. All players add the Reinforcement Roll to their own Reinforcement Pool. If a player wants to spend points from her own Reinforcement Pool to bring another creature that's legal in her warband into the battle, she must spend the points before making her first activation that round and activate the newly arrived creature as her first activation in the round. You can spend points up to the number of points in your Reinforcement Pool to bring in a new creature, but any leftover points are wasted (your Pool always resets to 0 after you buy a creature). Also, you can only buy one creature per round, at most. For example, if you had 33 points in your Reinforcement Pool and you brought a Tiefling Captain into the battle, you buy that unit for its cost of 21, and the excess 12 points would disappear from your pool.

Newly arriving reinforcements generally enter the battle grid through their warband's exit corner, counting their first move onto the battle grid as their first square of movement. If conditions (such as enemy creatures) somehow prevent reinforcements from moving fully onto the battle grid, newly arrived reinforcements can instead be set up on your faction shrine tile.

Victory

Shrine War ignores the normal victory point rules; don't bother tracking victory points for eliminated creatures. Eliminating enemy creatures is a wise thing to do, but it won't win the game for you unless you also send your creatures to occupy the enemy's shrine tile.

You score a Shrine War point each time an active creature you control begins and ends its own turn occupying an enemy's shrine. At the end of each round, the player with the most Shrine War points rolls 1d20. (If there is a tie for high points, no one rolls.) If the player with the most Shrine War points rolls less than or equal to their current Shrine War point total, she wins!

This means it's entirely possible that you can get lucky and win with only a single point. Consider this an incentive to play aggressively. Since only creatures that are active at the beginning and end of their own turn score a victory point, you'll have to play smart as well as aggressively to pull off a successful invasion.

Multiplayer Notes: Individual or Team Play

With four players, you can play as individuals, each trying to score victory points by sending creatures onto enemies' shrines. It's an odd contest, because you can end the game by getting an advantage anywhere on the battle grid that is not your own shrine. You aren't guaranteed immediate victory because of the d20 roll. You can also play a team game: Games pitting LG and CG against LE and CE are particularly fun. Track Shrine War points in team games together with your partner.

Terrain Rules

Each of the tiles' statues provides cover, although characters and miniatures still have line of sight through the squares holding the statues. Also, creatures can move through the statue's square but cannot end their movement in it.

Shrine of Justice

As you'd expect from the faction of paladins and dwarves, the Lawful Good Shrine is the most straightforward. Apart from four thin walls and two solid squares of rock, the tile's only features are a Sacred Circle that's slightly smaller than most and a statue of a lawful good deity at the center of the Circle.

The Sacred Circle (D&D Miniatures effects)

Any creature (regardless of faction or alignment) with part of its base on one of the Circle's eight squares around the statue gets a +2 bonus to attack rolls. Any damage inflicted by its melee or ranged attacks is considered magic damage and therefore overcomes damage reduction.

The Sacred Circle (D&D RPG effects)

As above, any creature with part of its base on the circle gets a +2 bonus to its attacks. Unlike the skirmish system, such creature's attacks are considered magic, lawful-aligned, and good-aligned for the purpose of overcoming damage reduction.

Shrine of Freedom

The shrine of the Chaotic Good faction introduces two new terrain types (the Tree and Creeper Vines), as well as containing a standard-sized Sacred Circle and a statue sacred to an elven deity. The Tree is a solid bole of wood. Powerful entangling creeper vines hedge two sides of the Shrine. As plants growing inside a holy place, they are slightly more powerful than the Entangling Vines introduced in the *Miniatures Handbook*.

The Sacred Circle (D&D Miniatures effects)

The Sacred Circle functions like the Lawful Good Sacred Circle, except that it is slightly larger and a statue does not occupy one of its squares.

The Sacred Circle (D&D RPG effects)

The Sacred Circle functions like the Lawful Good Sacred Circle, except that for the purposes of overcoming damage reduction, attacks are considered to be chaotic-aligned and good-aligned instead of lawful-aligned and good-aligned.

The Tree (D&D Miniatures effects)

The Tree's 4 squares are impassable.

The Tree (D&D RPG effects)

The tree functions just as any large plant mass would. It can be climbed (Climb DC 15), characters can hide behind it or within its boughs, or it could even be animated with a *liveoak* spell.

Creeper Vines
(D&D Miniatures effects)
The Creeper Vine squares count as Difficult terrain. In addition, any creature entering a square that contains Creeper Vines must make a DC 16 save or stop moving that turn. A creature that begins its turn in a square containing Entangling Vines must make a DC 16 save if it wishes to move out of that square.

You'll note that Large creatures have to make a minimum of two saves in order to move straight through Creeper Vine squares.

Creatures with the Incorporeal ability are not affected by Creeper Vines or other entangle effects. Creatures with Flight are not affected unless they end their movement in a Creeper Vine square, in which case they must make the DC 16 save to begin moving on their next turn.

Creeper Vines (D&D RPG effects)
The creeper vines count as heavy undergrowth (see the *Dungeon Master's Guide*, page 87). Alternatively, the creeper vines can be under the effects of a permanent *entangle* effect. In this case, refer to the *Player's Handbook*, page 227 and the *Dungeon Master's Guide*, page 300, for entangle effects.

SHRINE OF TYRANNY
In addition to various walls, the Lawful Evil shrine has two unusual features: its large statue and walls of fire that guard the edge of the shrine.

Flame Walls (D&D Miniatures effects)
Any creature beginning and ending its turn in a square (or squares) containing a Flame Wall must make a DC 16 save or suffer 10 points of fire damage. As usual, a successful save prevents half the damage. Every time a creature enters a square containing a Flame Wall, it must make a DC 16 save or suffer 5 points of fire damage. As usual, a successful save reduces the damage by half, rounding down.

Flame Walls (D&D RPG effects)
The walls of flame act as permanent *walls of fire* (caster level 20th). The heat side of the wall can face out for an easier battle within the shrine chamber, or facing in if you want to challenge your PCs. The *walls of fire* cannot be dispelled, only suppressed.

SHRINE OF SLAUGHTER
Years of living sacrifices have stained the floor near the altar, creating a section of Blood Rock. Corpses and debris make it hard to pick one's way across the floor, and the large statue of a dark god presides over the mess from one side.

The Blood Rock
(D&D Miniatures effects)
This is normal Blood Rock, although it only affects a section of the tile instead of the entire tile as on the Abattoir feature tile.

The Blood Rock (D&D RPG effects)
In the D&tD roleplaying game, Blood Rock doubles the threat range of weapons (natural and wielded) of chaotic evil creatures standing in the area.

The Rubble
(D&D Miniatures and RPG effects)
The pile of corpses and leftovers count as standard Difficult Terrain in the *D&tD Miniatures* game, and dense rubble in the roleplaying game (see the *Dungeon Master's Guide*, page 91).

USING THE FACTION SHRINES IN SCENARIOS FROM THE MINIATURES HANDBOOK

The Faction Shrines have odd dynamics compared to the standard pieces of terrain included in the Entry Pack. For starters, it's difficult to imagine Lawful Good shrines being built close to Chaotic Evil shrines in most dungeons. If you're allowing players to choose Faction Shrines as normal feature tiles in scenarios that don't use Shrine War's Divide and Teleporter Statue special rules, you'll probably want to assume that some type of magical cataclysm has united previously separated tunnel complexes. Therefore the faction shrines shouldn't be used in normal scenarios from the Entry Pack and the *Miniatures Handbook* unless players agree beforehand.

Here are notes on how the faction shrines can fit into existing scenarios.

Eternal Battle: Use the Divide and the Teleporter Statue special rules in an Eternal Battle/Shrine War hybrid scenario. Instead of getting reinforcements, warbands have their creatures resurrected on a random feature tile as specified in the Eternal Battle scenario's special rules. That random tile could even be the other warband's faction shrine. Use Shrine War's victory conditions.

Life Force: Likewise, a Shrine of Justice or Shrine of Freedom would help make sense of the Life Force scenario's special rules that make creatures cling to life.

Random Terrain: Using a faction shrine from each competing warband makes perfect sense for the random terrain scenario.

ROLEPLAYING SCENARIOS USING SHRINE WAR AS INSPIRATION

Most roleplaying sessions cast the PCs as either attackers (delving into dungeons that don't belong to them) or defenders (protecting villages or kingdoms from marauders). A Shrine War style scenario has the advantage of forcing PCs to choose repeatedly between offense and defense.

It therefore has the disadvantage that it's likely to split the party. But a cunning DM shouldn't find it too difficult to make the PCs half of a force that's representing their chosen shrine. While the PCs choose to attack or defend, the NPCs cover the other half of the project—at least until they blow it and the PCs must bail the NPCs out.

Given the mobility and flexibility of most groups, you'll almost certainly want to use a much larger mapped space on either side of the Divide. An extremely large space adds the complexity of determining where, precisely, the enemy shrine is located, a feat that wouldn't be exciting except that the enemy will already know exactly where the PCs' shrine is weak.

To borrow more from Shrine War's special rules, continually arriving reinforcements could prove quite intimidating to PCs who are accustomed to defeating discrete groups of opponents before regrouping and moving on to the next challenge.

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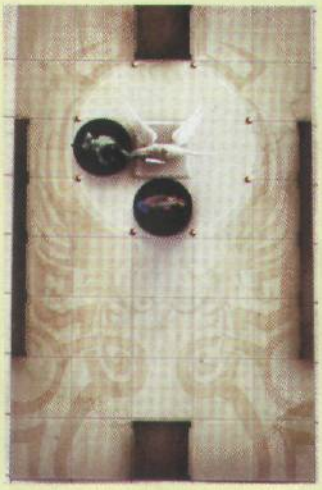
LAWFUL GOOD:
SHRINE OF JUSTICE



This Hound Archon (bottom) might be in for more than it bargained against the invading Kuo-Toa (left). The +2 bonus to attacks is icing on the cake for the Hound Archon, since it shouldn't have much trouble striking the Kuo-Toa unaided. But for the amphibious creature, the attack bonus and ability to overcome damage reduction gives it a significant power bump against the Hound Archon. The Hound Archon probably would have been better spent as an attacker, leaving some other defender that could benefit more from the Sacred Circle's powers.

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CHAOTIC GOOD: SHRINE OF FREEDOM

Jozan (center) and the Elf Archer (top) don't have an easy task against this Displacer Beast (bottom), but the invader's wayward teleport has landed it in the shrine's creeper vines. As a large creature, it will need to make two successful DC 16 saves to break free, leaving the Elf Archer free to pepper it with arrows from a distance while it's entangled. Jozan's best move here might be to back away and ready himself for either the next attacker or the possibility that the Displacer Beast frees itself before the Elf Archer can dispatch it.

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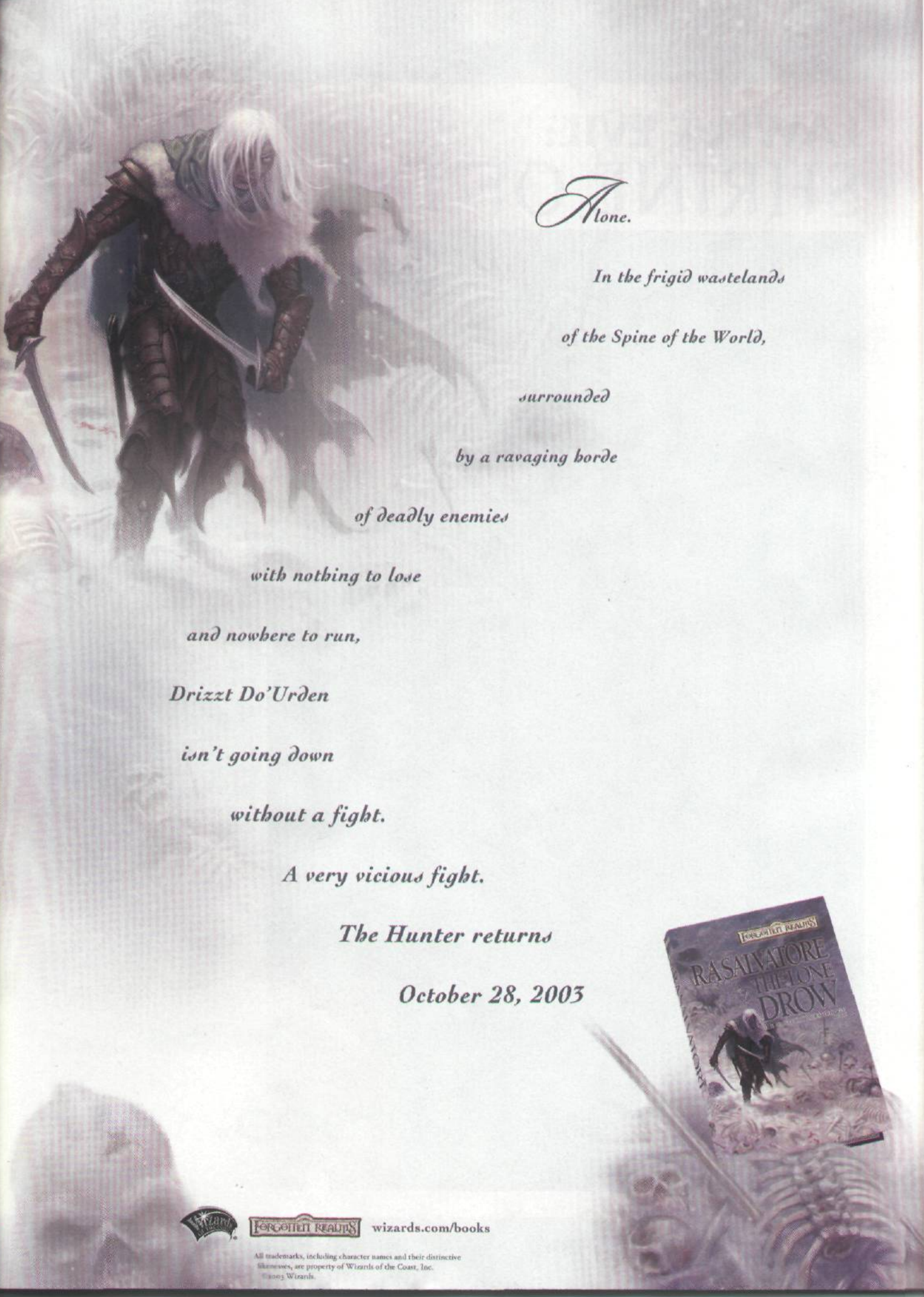

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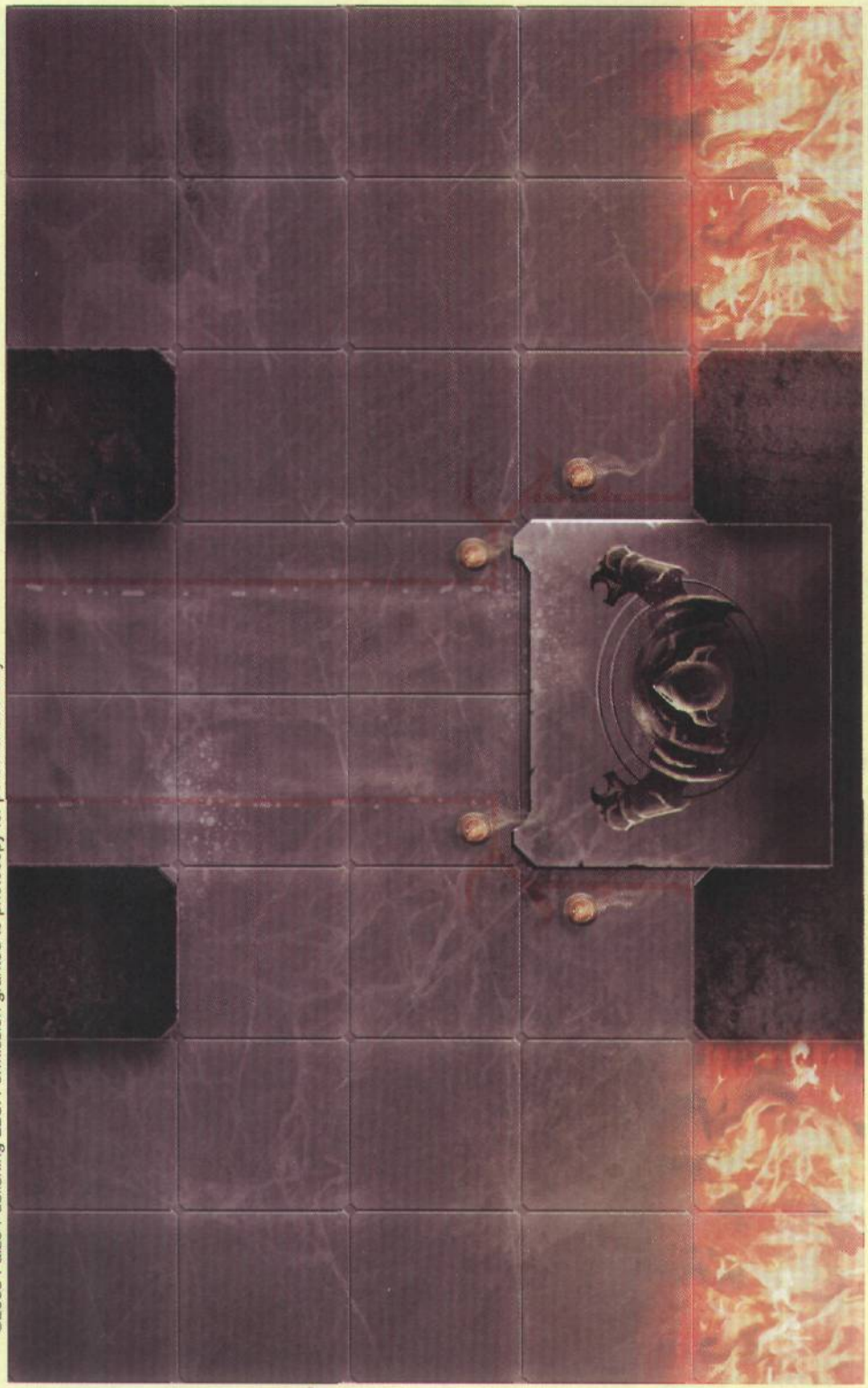
LAWFUL EVIL:
SHRINE OF TYRANNY



An Azer (bottom left) faces off against a Wraith (bottom right) that's found itself backed into the flame wall. It will need to make a DC 16 save each round it remains there or take 10 points of fire damage. The Wraith is incorporeal so the fire fails to affect it on a d20 roll of 11 or higher.

Up top, Ember (top) and a Sword of Heironeous (third from top) battle a Mind Flayer (top center). They have it flanked, so despite its potent abilities, smart money is on the good guys to win the day.

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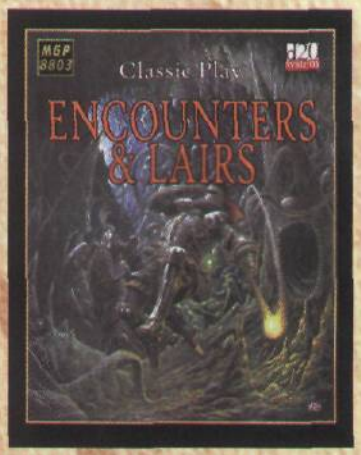

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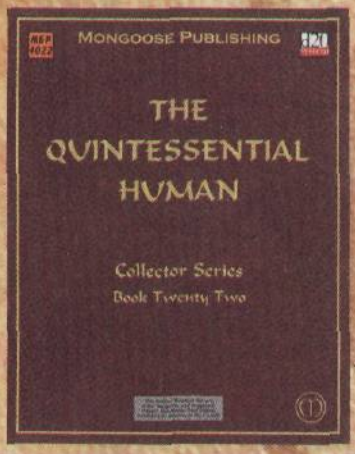

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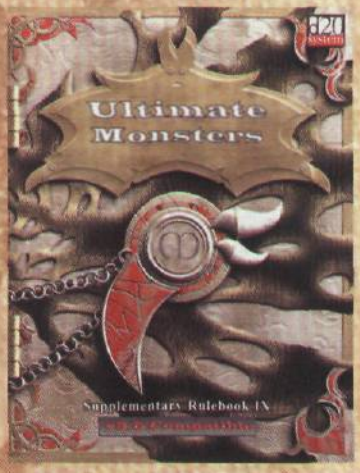

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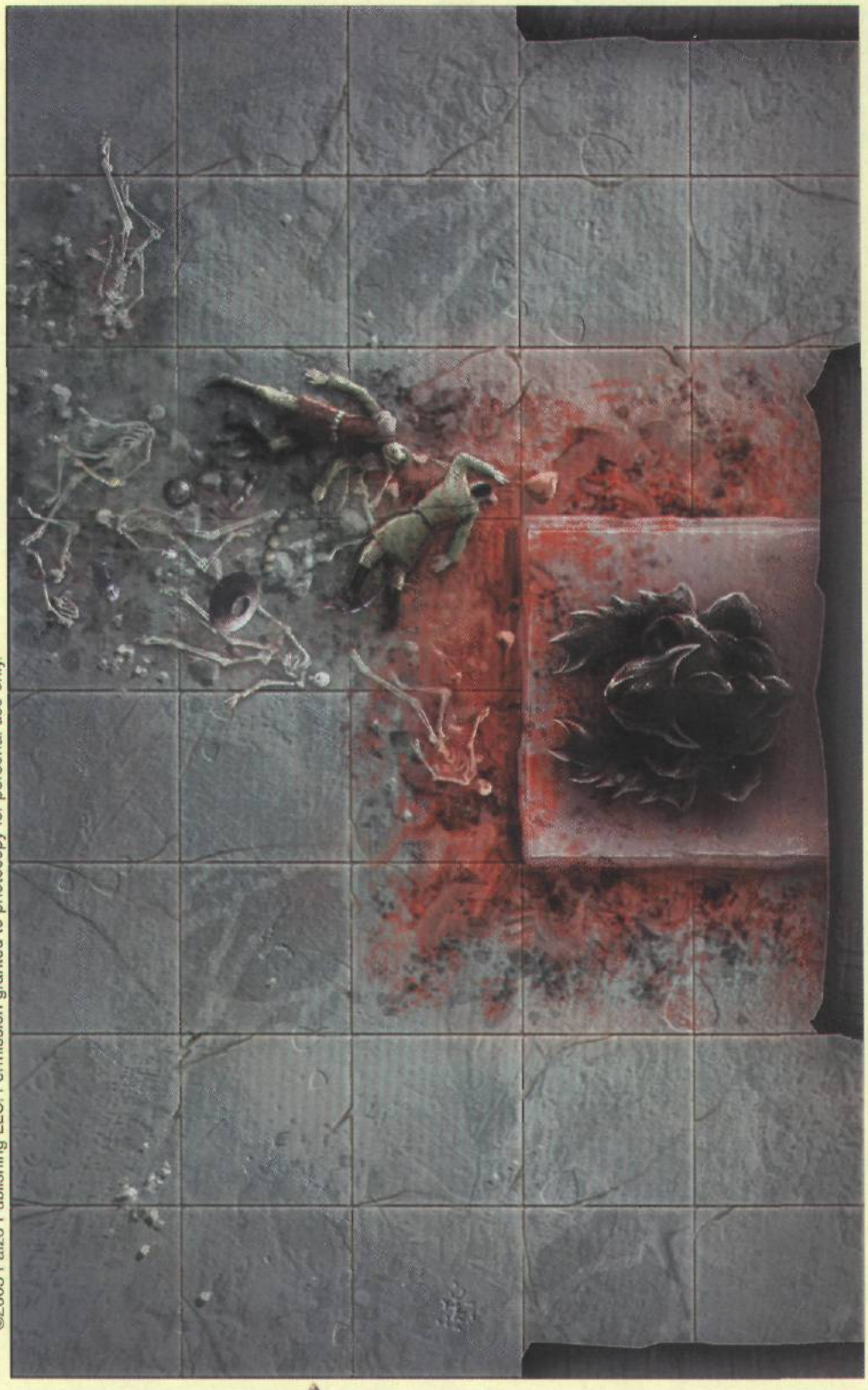

This Centaur teleported into the Shrine of Slaughter to its chagrin. An Umber Hulk has moved up to attack, while an Orc Archer takes aim from the rear.

The Blood Rock squares heavily favor the defenders here; the Centaur's only hope might be in the arrival of reinforcements or a hasty retreat. First, though, it needs to deal with the Umber Hulk's confusion. It looks like this shrine tile is ready to live up to its name.

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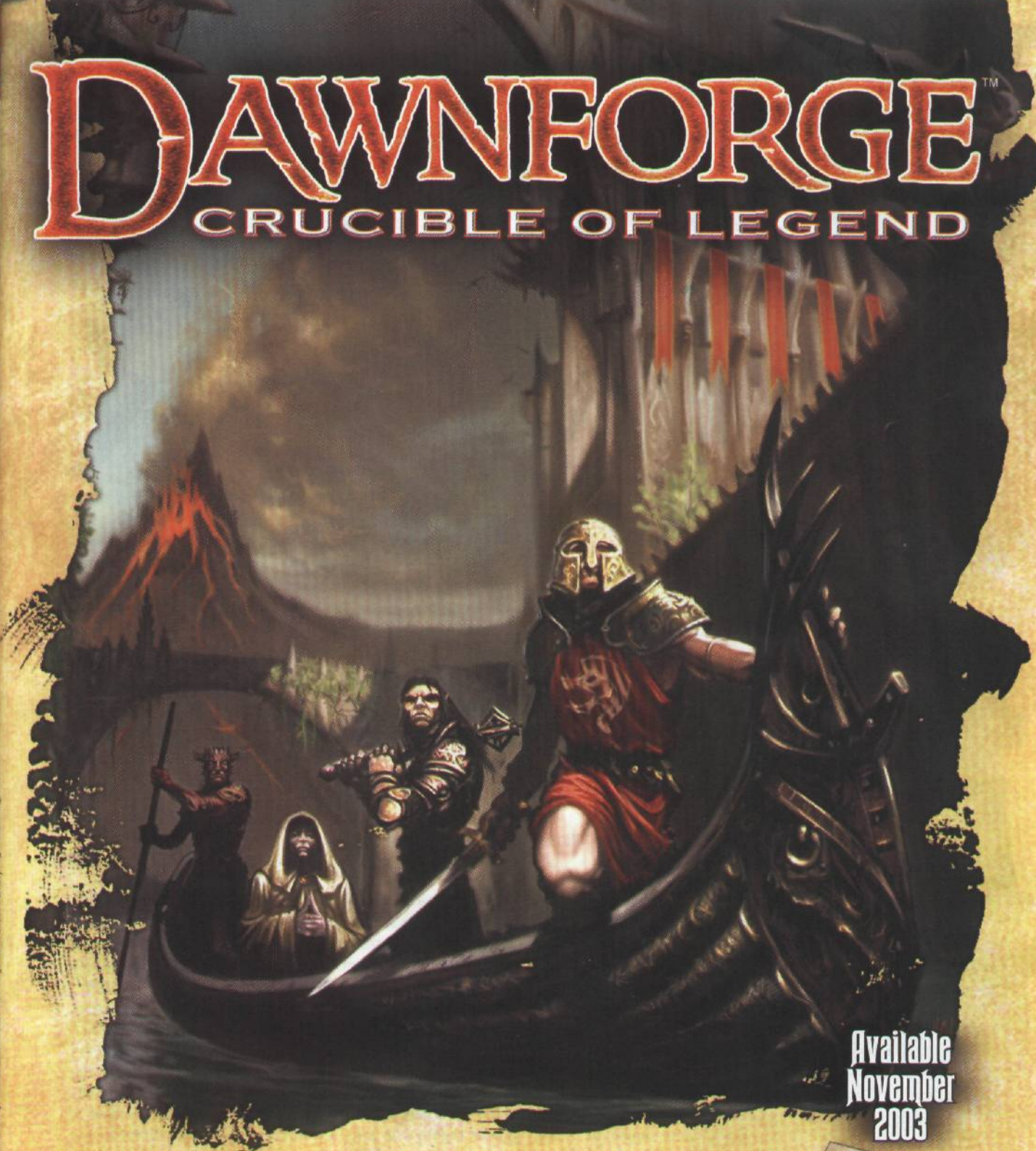

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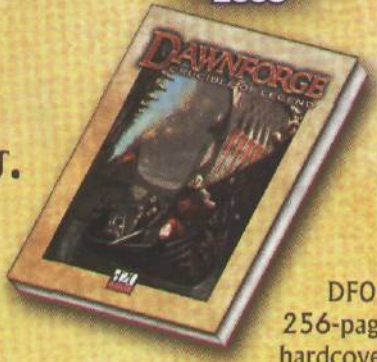

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The Illithid Empire is a vast, multiplanar organization, feared for its alien inhabitants as much as for its formidable power, but at least once in the mind flayers' history, a slave race successfully resisted them. The results of that upheaval reverberate through the planes to this day. Continually tested by this revolt-turned-war with the descendents of Gith, the mind flayers have spent centuries developing weapons with which to crush their former slaves once and for all.

One result of this research was psi-spellcasting, the practice of focusing magical power through a psionic lens. While many psionic powers produce effects similar to those of magical spells, those who use psi-spells understand that very different paths can lead to the same end, and that those paths can be separate without being incompatible. Although students of psi-spellcasting rarely uncover the depth or elegance within either discipline that a dedicated psion or wizard would, their research into both leads them to a unique understanding unattainable by others.

Psionics involves the awakening of the mind's dormant areas and the uncovering of hidden, internal wellsprings of power, as well as the discipline to bring forth and manifest this inner strength. Magic, on the other hand, deals more with the understanding of vast external energies, the knowledge of how they behave, the skill required to manipulate them, and the strength to manifest the desired results. But what the two studies share is a cornerstone, an essential element that neither can do without—strength of will. It is through this shared fundamental pillar that the psi-spellcaster learns to simultaneously walk both paths.

When a psi-spellcaster manifests a spell, he uses his arcane training to pull mystical energy to him in the same way as a wizard, but while he shapes this energy from without, he simultaneously crafts sympathetic power from within. In the moment of completion, he melds all of this power together in a tightly woven mesh of will before releasing it upon the world.

This article presents psi-spell feats (the cornerstone of psi-spellcasting) and the mind mage (a prestige class that specializes in blending magic with psionics).

PSI-SPELL FEATS

The practice of psi-spellcasting boasts few powers of its own, although slender codices of psi-spells do exist. The bulk of the training that a psi-spellcaster receives does not involve generating new spells and powers; plenty of those exist already. Rather, she learns to recognize where existing psionic powers and magical spells come close to

converging, thus determining which are the most promising candidates for the unique kind of merger that psi-spellcasting makes possible.

To reflect this special awareness, psi-spellcasting is represented by a new category of feats called psi-spell feats. Although similar to metamagic and metapsionic feats, psi-spell feats require both arcane spell slots and psionic power points to use, and some also require the ability to cast specific spells or manifest certain powers. The cost of using the feat can be either spell levels (if the feat is used to enhance a psionic power) or psionic power points (if it is used to enhance a spell). To "spend" a spell level in this way, the caster must voluntarily give up prepared spells equaling or exceeding the requisite spell levels (if she prepares spells) or equivalent spell slots for that day (if she does not prepare spells). Spells spent by a spellcaster who prepares spells are given up when the psi-spell is prepared. Spells spent by a caster that doesn't prepare spells (like a sorcerer) are given up when the psi-spell is cast. Casting a psi-spell for these latter casters does not increase spellcasting time like spontaneously casting a spell affected by a metamagic feat. Power points spent to apply psi-spell abilities are likewise spent when the spell or psionic power is cast. Spent spells are not cast; their energy instead goes to fuel the psi-spell. A psi-spellcaster cannot elect to use extra power points to apply a psi-spell feat to a psionic power or vice versa; both energies must be present for the feat to work. Normal metamagic and metapsionic feats can still be applied normally to powers and spells affected by a psi-spell feat, and regular limits on power points spent per round still apply as normal.

Agitated Causticity [Psi-Spell]

Your ability to agitate acidic substances results in especially caustic versions of spells and powers that have the acid descriptor.

Prerequisites: Any two spells with the acid descriptor, *matter agitation.*

Benefit: This feat can be used to enhance any spell or power with the acid descriptor. In addition to dealing its normal damage, an effect enhanced by Agitated Causticity literally softens up its target. This effect does not represent damage to armor, shields, or body parts that provide a natural armor bonus; it is a function of the acid's effect on the target creature itself.

For each 5 points of acid damage the target takes from such a spell or power, it must make a successful Fortitude save or take a -1 cumulative penalty to its Armor Class. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). All other modifiers to AC apply normally.

The penalty from this effect decreases naturally at the rate of 1 point per day. Any effect that heals ability damage may also be used to reduce or eliminate the penalty by the same amount.

To apply Agitated Causticity to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

PSI-SPELL FEATS

Feat	Prerequisites
Agitated Causticity	Any two spells with an acid descriptor*, *matter agitation*
Astral Fire	Any two spells with a fire descriptor*, any two powers with a fire descriptor
Bioelectrical Surge	Any two spells with an electricity descriptor*, *control body*
Solid Freeze	Any two spells with a cold descriptor*, *control flames*
Elemental Flare	Agitated Causticity, Astral Fire, Bioelectrical Surge, or Solid Freeze
Dual-Plane Summons	Any *summon monster* spell, any *astral construct* power
Harden Energy	Any force power, any spell with an energy descriptor
Bull Blast	Harden Energy
Concussive Blast	Harden Energy

*Although the Energy Substitution feat can effectively turn any spell with an energy descriptor into a spell with any other energy descriptor, the character must have access to an unmodified spell that has the appropriate descriptor in order to use this feat. These feats still work with spells whose descriptors have been modified in this way, but such spells do not count toward the requirements of the feat. For example, a character with the Energy Substitution feat can turn a *fireball* into an *acidball*. Although the *acidball* does not count toward meeting the spell requirements for the Agitated Causticity feat, the character can still use Agitated Causticity on an *acidball* if she has the feat.

Astral Fire [Psi-Spell]

You have learned to take volatile astral ectoplasm and ignite it with elemental fire to create intense, lingering fire effects.

Prerequisites: Any two powers with the fire descriptor, any two spells with the fire descriptor.

Benefit: This feat can be applied to any spell or power with the fire descriptor. Flaming ectoplasm is sticky, and it keeps burning when normal fire would sear and dissipate.

Anyone damaged by an effect enhanced by Astral Fire continues to take fire damage for a number of rounds equal to the ability modifier that applies to the spell or power used (minimum 1 round). This lingering damage equals 1 point per 5 points of fire damage that the original attack dealt (minimum 1 point unless the subject evades all fire damage from the effect or otherwise takes no damage from the initial effect).

Ectoplasmic fire is more difficult to douse than normal fire. It cannot be smothered, and water does not put it out—in fact, even submerging a burning creature in water has no effect on the fire. However, effects such as *control flames* function normally with respect to ectoplasmic fire. Also, since ectoplasm is stable and inert on the Astral Plane, shifting a burning target there immediately suppresses the effect. Any time that the victim spends on the Astral Plane counts against the duration of the effect, but the fire reignites immediately should the victim leave before it expires.

To apply Astral Fire to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Bioelectrical Surge [Psi-Spell]

You can channel electrical energy directly into your opponent's nervous system. This effect not only causes physical damage but also disrupts the target's coordination.

Prerequisites: Any two spells with the electricity descriptor, *control body*.

Benefit: This feat can be applied to any spell or power with the electricity descriptor. Anyone damaged by an effect enhanced by Bioelectrical Surge twitches uncontrollably or can make only grossly exaggerated and jerky motions.

For each 10 points of electricity damage the target takes from such a spell or power, it must make a successful Fortitude save or take 2 points of Dexterity damage. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). A creature with no discernable anatomy (such as an ooze, construct, or undead) or a creature that is immune to electricity damage is immune to the effects of this feat.

To apply Bioelectrical Surge to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Bull Blast [Psi-Spell]

The concussive power of your Harden Energy effects is so strong that it drives opponents back.

Prerequisite: Harden Energy.

Benefit: You may add telekinetic force to any spell or power already enhanced by the Harden Energy feat.

An effect enhanced by Bull Blast can perform a bull rush against any opponent in its area. The spell's area or effect determines the direction of the bull rush: A line or cone pushes targets back along its length, but a spread or burst pushes them out to the edge of its radius. The enhanced spell or power has an effective Strength equal to its save DC + 1 per die of force damage it deals. Even a target that makes the appropriate saving throw to avoid some or all of the spell's damage is still subject to the bull rush.

To apply Bull Blast to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level. Both of these costs are in addition to the cost of the Harden Energy feat. This feat may also be used in conjunction with Concussive Blast (see below).

Concussive Blast [Psi-Spell]

Your skill with manipulating hard, or force, energy allows you to add physical force to spells and powers instead of converting existing energy to force.

Prerequisite: Harden Energy.

Benefit: For every 3 power points or 1 spell level expended, you may add 1 die of bonus force damage to any spell or psionic power that has an energy descriptor (maximum one-half the effect's normal base damage dice).

If the target is entitled to a saving throw, it applies to this bonus damage as well. You cannot expend more power points than your current total, nor can you spend more spell levels than those you have remaining. You can use Concussive Blast on a spell altered by Harden Energy, but you do not need to do so.

The hard energy portion of the damage can affect incorporeal creatures, ignoring the standard miss chance. The remaining energy damage of the spell or power remains subject to the standard 50% miss chance with respect to an incorporeal target.

Special: Unlike other metamagic and metapsionic feats, Concussive Blast may be applied to a spell or power more than once. Each application on a spell requires 3 power points (or multiples of 3 power points if multiple dice of damage are added). Each application on a psionic power requires 1 spell level (or multiples of 1 spell level if multiple dice of damage are added).

Dual-Plane Summons [Psi-Spell]

Whenever you summon a creature, you also access the raw ectoplasmic energy of the Astral Plane. You can mold and shape ectoplasm to your summoned creature, making it even more fearsome.

Prerequisites: Ability to cast any *summon monster* spell, ability to manifest any *astral construct* power.

Benefit: Whenever you cast any *summon monster* spell, you can simultaneously manifest an *astral construct* power and apply its benefits to the summoned creature. You pay one-half the normal cost in power points for the *astral construct* power (minimum 1 point). You can then apply any of the menu abilities that you could normally give the resulting astral construct to your summoned creature instead.

Energy Flare [Psi-Spell]

By tapping into an alternate energy source, you can supercharge the raw energy of energy-based spells and powers.

Prerequisite: Any one of the following feats: Agitated Causticity, Astral Fire, Bioelectrical Surge, or Solid Freeze

Benefit: When you take this feat, you choose an energy type that matches the energy type represented by the psi-spell feat that allowed you access to Energy Flare (acid for Agitated Causticity, fire for Astral Fire, and so on). This feat can be applied to any spell or power that has an energy descriptor matching this energy type.

You increase the damage die type of a spell or power with the appropriate energy descriptor by one step (d4 becomes d6, d6 becomes d8, and so on). The number of damage dice remains unchanged.

To apply Energy Flare to a spell, the caster must expend 4 power points per spell level. To apply it to a psionic power, the manifester must spend 2 spell levels per power level. The feat need not be used in combination with its prerequisite feat, although it can be.

Special: This feat can be taken more than once. Each time it is taken, it applies to a different energy descriptor and requires the corresponding prerequisite.

Harden Energy [Psi-Spell]

You can manipulate the energy of your spells and powers, transforming a portion of their elemental power into telekinetic force.

Prerequisites: Ability to manifest any one force power and cast any one spell with an energy descriptor.

Benefit: Choose any number of damage dice up to one-half the total dealt by the effect to which you are applying this feat. This amount becomes force damage (like that of a *magic missile*) instead of its former energy type. This portion of the damage bypasses all energy resistance but is still subject to spell resistance.

The hard energy half of the damage can affect incorporeal creatures, ignoring the standard miss chance. The remaining energy damage of the spell or power remains subject to the standard 50% miss chance with respect to an incorporeal target.

To apply Harden Energy to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Solid Freeze [Psi-Spell]

When using your cold spells and powers, you can manipulate the molecular structure of the target, driving its temperature downward and even freezing creatures in their tracks.

FOR YOUR CAMPAIGN

Multiclassing is easier than it has been in any incarnation of D&D to date, but it still comes with heavy costs for some characters. It often seems that a member of a spellcasting class must sacrifice much more than her nonspellcasting companions when she chooses to take an additional class. While certain mixed-class character concepts might be fantastic for story purposes, the mechanical reality is that a spellcaster who chooses to multiclass often loses much more than she gains. And now that the latest incarnation of psionics is more like spellcasting than any previous one, a psionic character suffers from the same problem. By dividing her attention between two disciplines, she not only limits her casting power and access to spells but also finds herself splitting ability score increases among a wider array of abilities than a single-classed character would. A psion/wizard cannot afford to dump every ability score increase into Intelligence, or some of her psionic powers will suffer.

The mind mage prestige class offers the best of both worlds. While single-class wizards and psions still command more power within their respective spheres of mastery, abilities such as twin well and twin well same source allow the mind mage to continue advancing his powers more than he otherwise could.

Even with the advantages granted by the mind mage prestige class, however, a mind mage is still cut off from the most powerful spells and powers, and he cannot cast as many spells or manifest as many powers as a single-class character could. Single-class spellcasters also retain bonuses that the mind mage does not gain, and while the mind mage can have both a familiar and a psicrystal, neither can develop very much. Still, this prestige class makes playing a multiclass arcane spellcaster/psionic character more feasible, interesting, and most importantly, fun.

Prerequisites: Any two spells with the cold descriptor, *control flames*.

Benefit: This feat can be applied to any spell or power with the cold descriptor. Its effects reduce the targets' mobility and make objects more susceptible to damage.

Any creature that takes cold damage from a power or spell enhanced by this feat and is in contact with a surface must attempt a Fortitude saving throw. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). Failure means the creature is frozen to the surface and cannot move until it breaks free with a successful Strength check, which requires a full-round action. The DC of the Strength check is equal to the DC of the spell or power. Success means the creature is not immobilized but can move at only half normal speed for 1d4 rounds. Creatures that are immune to cold or that are not in contact with a surface are immune to the immobilizing effect of this feat but are still subject to the spell's or power's damage.

All objects caught in the area of a Solid Freeze effect become exceedingly brittle for a number of rounds equal to the ability modifier that applies to the spell or power used (minimum 1 round). During this time, each such object's hardness is reduced by 5 (minimum 1).

To apply Solid Freeze to a spell, the caster must expend 4 power points per spell level. To apply it to a psionic power, the manifester must spend 2 spell levels per power level.

MIND MAGE

The mind mage is an introspective arcanist who uses his self-awareness to understand the mysteries of the world around him. Anyone who can meet the prerequisites can use psi-spell feats, but the resulting blends of psionic and magical power are not merely extra abilities to a mind mage. To him, they are the only effective way to access power—casting spells or manifesting psionic powers without blending the two is as mundane to him as basic weaponplay is to wizards and psions. Festooned with tattoos that trace routes of power over his body and swathed in voluminous robes that shimmer with magical runes, the mind mage is the ultimate psi-spellcaster, the perfect blending of internal strength and external power.

Most mind mages are illithids. Aside from the fact that the mind flayers developed the technique that defines this class, their burgeoning intellects and impressive psionic abilities make them naturals for it. But although they guard their secrets zealously, illithids have been known to share their knowledge on occasion, and a few members of other races have also attained entry into the prestige class. Most of these non-illithid mind mages are illithidkin (see *Dragon* #296), though there are a few that are not blind servants to the Illithid Empire. Psion/wizards and psion/sorcerers are virtually the only characters who possess the aptitude and interest to become mind mages.

HIT DICE: D4

MIND MAGE REQUIREMENTS

To become a mind mage, a character must fulfill the following criteria.

Feats: Any two psi-spell feats.

Spells: Ability to cast 3rd-level or higher arcane spells.

Psionic Powers: Ability to manifest 2nd-level or higher powers.

Special: The candidate must have either received training in the art of mind magic, or somehow acquired comprehensive texts from which to learn its secrets.

MIND MAGE CLASS SKILLS

The mind mage's class skills (and the key abilities for each) are:

Str: –

Dex: –

Con: Concentration

Int: Craft, Knowledge (all skills, taken individually), Psicraft, Spellcraft

Wis: Autohypnosis

Cha: –

Special: Any two skills not noted above from the class skill list for a psionic class in which he has taken levels.

Skill points at each level: 2 + Int modifier

Mind Mage Class Features

All the following are class features of the mind mage prestige class.

Weapon and Armor Proficiency: A mind mage gains no new weapon or armor proficiencies.

Spells per Day/Spells Known: At 1st, 3rd, 5th, 6th, 7th, 8th, 9th, and 10th level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class

MIND MAGE ADVANCEMENT

Class Level	Base Atk. Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known	Power Points per Day/ Powers Discovered
1st	+0	+0	+0	+2	Psionic components	+1 level of existing class	
2nd	+1	+0	+0	+3	Compensation		+1 level of existing class
3rd	+1	+1	+1	+3	Psionic reinforcement +1	+1 level of existing class	
4th	+2	+1	+1	+4	Force touch		+1 level of existing class
5th	+2	+1	+1	+4	Focus of discipline	+1 level of existing class	+1 level of existing class
6th	+3	+2	+2	+5	Magical reinforcement	+1 level of existing class	+1 level of existing class
7th	+3	+2	+2	+5	Twin wells	+1 level of existing class	+1 level of existing class
8th	+4	+2	+2	+6	Painful premonition	+1 level of existing class	+1 level of existing class
9th	+4	+3	+3	+6	Psionic reinforcement +2	+1 level of existing class	+1 level of existing class
10th	+5	+3	+3	+7	Twin wells same source	+1 level of existing class	+1 level of existing class

would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

If the character had more than one arcane spellcasting class before becoming a mind mage, he must decide to which class he adds each level of mind mage for the purpose of determining spells per day and spells known.

Power Points per Day/Powers Discovered: At 2nd, 4th, 5th, 6th, 7th, 8th, 9th, and 10th level, the character gains power points per day and discovers powers as if he had also gained a level in whatever psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased level of manifesting.

If the character had more than one psionic class before becoming a mind mage, he must decide to which class he adds each level of mind mage for the purpose of determining power points per day and powers discovered.

Psionic Components (Ex): The mind mage's merger of psionics and magic starts at 1st level, when he learns to use one discipline to power the abilities of the other. When casting a spell, he may substitute power points for verbal and somatic components, and for material components worth 1 gp or less. The mind mage must pay 2 power points per spell level for each component so replaced. Using this ability does not require an action.

Compensation (Ex): At 2nd level, armed with a better understanding of the interplay between psionic and magical power, the mind mage can blend his energies in more significant ways. Whenever he casts a spell or manifests a power using a metamagic or metapsionic feat that would normally increase the level of the spell slot occupied or the power point cost of the effect, he may instead meet that cost using an alternate form of energy. For every 3 power points spent on a spell enhanced with a metamagic feat, the mind mage may offset the spell level increase by one. Likewise, for every spell level spent on a power enhanced with a metapsionic feat, he may reduce the additional power point cost by 2. This ability may not be used in conjunction with psi-spell feats, and it cannot reduce the level or power point cost below the amount needed for the original effect.

Psionic Reinforcement: The ambient power of the mind mage's psyche now serves to focus his magical manifestations. When he reaches 3rd level, the save DC for each of his spells that allows a save increases by +1 as long as his power point reserve is 5 or greater. When he reaches 9th level, this adjustment increases to +2 as long as he retains 10 power points in reserve. Should his power points dip below 10 but remain at 5 or higher, the +1 increase remains in effect.

Force Touch (Su): By the time a mind mage reaches 4th level, the touch of his mind is no different from the touch of his body. He may now deliver any spell that requires a touch attack using any one of the following force powers that he knows: *concussion, detonation, greater concussion, lesser concussion, mass concussion, true concussion.* The force power has its normal effect in addition to delivering the spell. If the chosen force power affects more than one target, the mind mage must choose one of the targets to whom he has line of sight and line of effect to receive the touch attack. Force powers that do not deal damage cannot be used to deliver a touch spell. The mind mage must make a successful ranged touch attack to hit the target, and spell resistance applies to both the force power and the touch spell (requiring two separate spell resistance check to be made, if necessary). The touch spell must be prepared that day if the mind mage prepares spells, or he must have a spell slot available at the touch spell's level or higher if he casts spells spontaneously. Using this ability does not require an action and it does not increase the manifestation time of the force power, but any somatic components required for the casting of the touch spell must still be expended (although these could be offset by the compensation ability and the expenditure of extra force points as described above).

Twin Wells (Su): By 5th level, the mind mage has learned enough of the similarities of psionics and magic to bend his abilities in favor of one or the other temporarily. Once per day, as a full-round action that provokes an attack of opportunity, he may focus his energies toward either psionics or magic. Thereafter, he adds all his mind mage levels to either his psionic class or his arcane spellcasting class for the purpose of determining caster or manifester level, as applicable, for the next 24 hours. This enables the mind mage to make caster or manifester level checks (such as for *dispel magic* or spell penetration) at the increased level, and all your spells or powers (depending on your selection for the day) are treated as if cast or manifested from a higher-level caster or manifester. This ability does not change the number of spells he can cast or his power point pool.

For example, the 5th-level wizard/5th-level psion/5th-level mind mage Quellthik chooses to use twin wells to increase his psion manifester level. At this level, his manifester level is 8th. Once twin wells is active, Quellthik's manifester level becomes 13th (8 original manifester levels + 5 mind mage levels = 13).

This effect cannot be ended prematurely.

Magical Reinforcement (Su): When the mind mage reaches 6th level, his magical prowess gives him the ability to focus his psionic manifestations. Once per day per mind mage level, the mind mage can increase the effective level of one of his powers by one level, as the Heighten Power feat, at no additional cost in power points. The increase can only be one level, and the mind mage chooses whether to use magical reinforcement at the time he activates the power. This ability can be used in conjunction with the Heighten Power feat to give the mind mage effectively one level of increase for free, should he use the feat to increase the power's effective level by more than one level.

Focus of Discipline (Ex): By 7th level, the mind mage can freely pull from both his psionic and his magical reserves to fuel either sort of ability. He may spend power points to cast spells with less magical energy or translate arcane power into psionic power points.

When casting a spell, the mind mage may lower its effective spell level (and thus the spell slot it occupies) by spending 8 power points per level of reduction (minimum level 1st). Similarly, he may reduce the power point cost of a

FOR YOUR CHARACTER

The following character concepts fit in well with psi-spellcasting and the mind mage prestige class. If you like one of them, ask your DM about the possibility of including some of the material presented here in your campaign.

A MENTALLY GIFTED SORCERER

Like many other sorcerers, you derive your innate spellcasting power from a distant draconic ancestor. But your dragon progenitor was a gem dragon, not the typical metallic or chromatic kind. At first, your sporadic manifestations of both magical and psionic power appeared unrelated, but over time you came to realize that both sprang from the same source, and the key to claiming the full power of your legacy lay in uniting them.

A PSION INTERESTED IN MAGIC

You are a psion who has plateaued. For whatever reason, you have been unable to unlock any additional aspects of your internal power for some time. Turning to dorjes, capacitors, and all manner of crystals for help, you accidentally discovered that magic gemstones could enhance your abilities, and thus you became a student of wizardry. Even more surprising than the speed with which you've picked up the lessons is that arcane magic has proven to be the external aid you needed to nudge your psionic development into motion once more.

psionic power by 2 per spell level so expended. Unlike the compensation ability (see above), focus of discipline decreases the base level of the spell or the base cost of the power rather than negating additional spell level or power point costs from metamagic or metapsionic feats.

A spell prepared in a lower-level slot or a power manifested for less than its normal power point cost counts as a correspondingly lower-level effect for the purposes of dispelling, saving throw DC, and identification for counterspelling. Use the new, lowered slot to determine the appropriate values.

For example, suppose Quellthik (wizard 5/psion 5/mind mage 8) decides that *cone of cold* will be a useful spell for his upcoming battle. But his combined levels of wizard and mind mage grant him access to only a single 5th-level spell, and he will undoubtedly need more than one *cone of cold*. He prepares the first as his sole 5th-level spell. Then, using the focus of discipline ability, he spends 8 power points and prepares a second *cone of cold* as a 4th-level spell. This second *cone of cold* deals just as much damage as the 5th-level spell, but since it's a 4th-level spell, the Reflex DC is 14 + Quellthik's Intelligence modifier (instead of 15 + his Intelligence modifier). The spell is also correspondingly easier to identify with a Spellcraft check.

Quellthik cannot prepare the *cone of cold* as a 3rd-level spell because the cost of doing so (a total of 16 power points) would exceed his allowed power point limit (manifester level -1), even if he used focus of discipline to raise his manifester level. A mind mage capable of spending 16 power points to achieve this effect, however, could cast *cone of cold* as a 3rd-level spell, dealing the same amount of damage as the 5th-level version, but with a save DC of 13 + spell level.

Painful Premonition (Su): At 8th level, the mind mage can deliver an excruciating vision of the future just before a damaging spell or power, letting the target see the result moments before the effect actually occurs. This premonition results in such a shock to the target's nervous system that it not only causes neurological damage but also stuns the target during the crucial seconds required to avoid the incoming attack, thereby making the vision a self-fulfilling prophecy.

When the mind mage uses this power to augment a damage-producing effect, the target must make a Will save as though the mind mage had used a 6th-level telepathic power. Success negates all effects of the premonition, including its damage. Failure imposes a -2 penalty on the target's saving throw (if any) against the incoming effect and deals nonlethal damage equal to the damage of the incoming spell or power. If the target somehow escapes some of the damage from the incoming effect (via evasion, a successful saving throw, or the like), then an equivalent portion of the nonlethal damage is immediately negated, since that particular future was averted. Mindless creatures, creatures immune to mind-affecting effects, and those with no discernable anatomy are immune to the effects of this ability.

The mind mage may use painful premonition a number of times per day equal to the ability modifier that controls his primary discipline, or his highest ability modifier if he has no primary discipline.

Twin Wells Same Source (Ex): When the mind mage reaches 10th level, the merger between his magical ability and his psionic power is complete. This ability replaces twin wells (see above) and functions exactly like it except as detailed here.

As a full-round action that provokes an attack of opportunity, the character may add his full mind mage class level to both his magical and his psionic class levels for the purpose of determining caster or manifester level. Furthermore, invoking this ability enables him to add together the key ability modifier for his psionic powers and the ability modifier that controls his spellcasting when using any psi-spell ability. (If both use the same modifier, simply double it.) This ability, like twin wells, can be invoked once per day, and it lasts for 24 hours.

TWIN WELLS SAME SOURCE PERKS

Twin wells same source has an additional benefit that might not be completely apparent. Since the mind mage using this ability adds his full mind mage class level to both magical and psionic class levels to determine caster or manifester level, he is better able to overcome an enemy creature's spell resistance. A 5th-level wizards/5th-level psion/10th-level mind mage using twin wells same source is considered a 23rd-level caster (although he still has access only to spells and powers as a 13th-level caster and manifester). But for the purposes of overcoming spell resistance, the mind mage's caster level check bonus is +23, making him more effective at overcoming spell resistance than a single-class wizard or psion. This bonus is in addition to the other benefits inherent in being an effectively higher-level caster and manifester.

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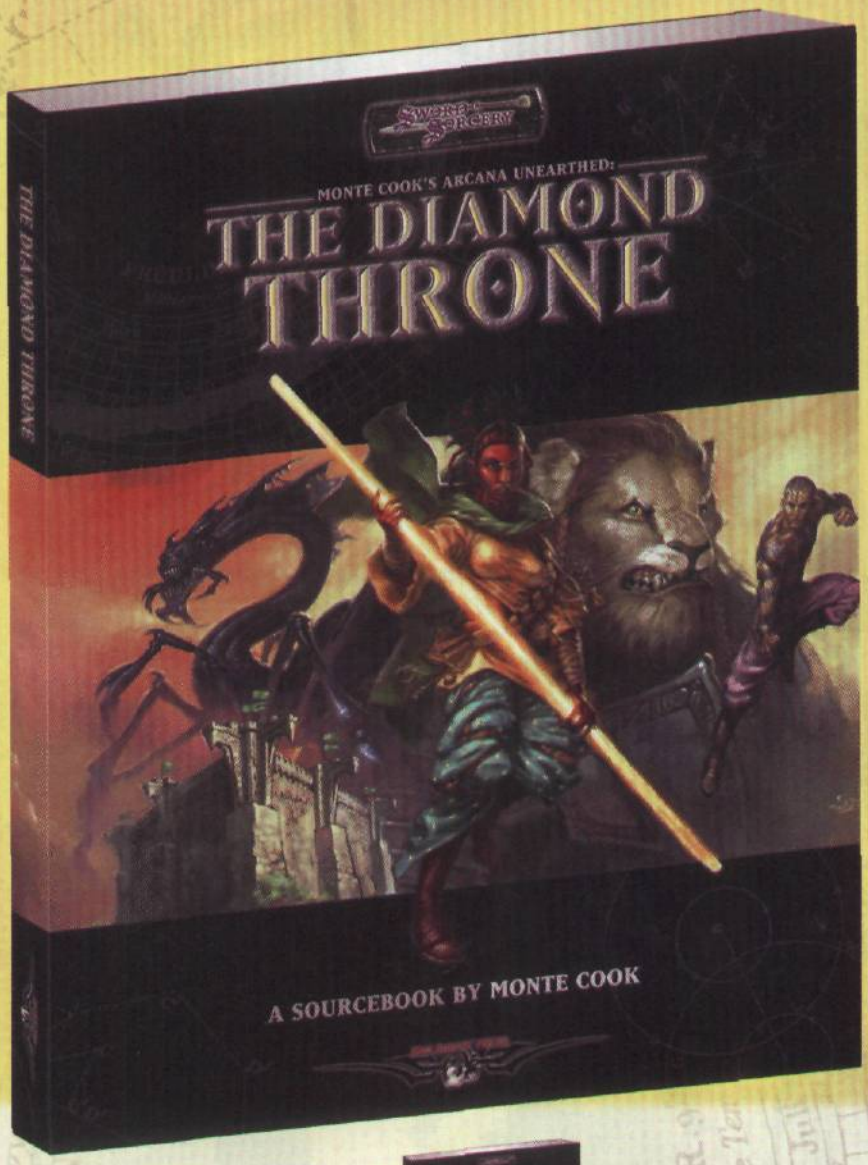

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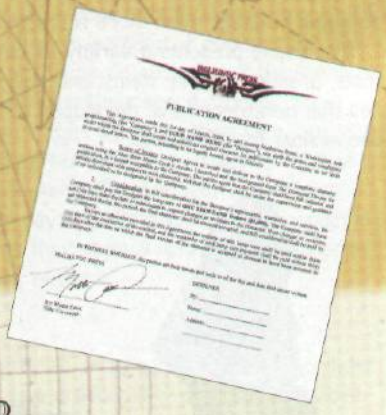
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EYE WARES

Potent Powers of the BEHOLDERS

by Michael Mearls · illustrated by David Wahlstrom

The mighty beholders style themselves as the ultimate race, but such is their arrogance that each individual considers itself more perfect than any other. Among themselves, beholders bicker and fight over simple differences in their physiology. The slightest variation between two eye tyrants can turn them into blood enemies, each intent on proving its superiority by crushing the other. Luckily for other races, this inherent animosity usually prevents beholders from working together in large numbers.

Although the beholders' arrogance tends to interfere with any efforts they might make to work together, their pride does have some grounding in reality. Most beholders are brilliant thinkers and cunning strategists. When they apply their intellects to formulating new weapons, armor, magic items, and tactics, the results make these already daunting enemies even more fearsome.

This article presents a variety of new feats, prestige classes, items, and abilities that beholders have developed to use against their enemies.

BEHOLDER SPELLCASTING

According to beholder lore, the lesser races invented spellcasting to mimic the mighty eye tyrants' inherent magical abilities. From the beholders' viewpoint, the study of arcane and divine magic represents a fundamental shortcoming of other races—the attempt of lesser beings to emulate their betters. But even though beholders consider spellcasting only a pale imitation of true magical ability, it does produce a wide range of effects that they cannot normally master, so many of them find it a useful extension of their abilities. Naturally, they maintain that their methods of spellcasting are inherently superior to those of all other races, and any differences in magical methodology or theory immediately become the foundation for more deadly competitions between beholder spellcasters.

Optimizing Your Spellslinging Beholder

The standard beholder in the *Monster Manual* doesn't necessarily make the perfect spellcaster. For starters, the optimal beholder caster needs the Eschew Materials feat at the very least, and would certainly benefit from the item creation or metamagic feats. The beholder in the *Monster Manual* has Flyby Attack, Great Fortitude, Improved Initiative, and Iron Will as its feats. If you want your beholder to be a better spellcaster, consider giving it the Eschew Materials feat instead of Improved Initiative. This allows the beholder to ignore nearly all material components, a serious hindrance to a spellcaster without hands or pockets.

BEHOLDER EQUIPMENT

A beholder's strange body shape prevents it from using most magic items, weapons, and other tools in the normal fashion. Although eye tyrants tend to rely on their *telekinesis* rays to manipulate objects, there is sometimes no substitute for physical manipulation. In such cases, beholders must craft items to suit their specific needs. Most have the capability to create items on their own, but they usually prefer to enslave humanoid craftsmen and force them to produce the desired items. Occasionally a beholder might swallow its pride and pay a spellcaster to craft a specific bauble, but most of the time they compel lesser beings to provide any such services they require.

Armor

Although most beholders are too arrogant and vain to consider wearing armor, some see it as a necessary precaution against the lesser beings that must rely on claws, swords, and fangs for combat.

Orb Armor: Beholder armor (typically referred to as orb armor) consists of a series of plates or patches bound together by a complex set of straps. An eye tyrant uses its *telekinesis* ray to wrap the armor around its body and adjust the straps, thus forming a protective shell that is more flexible than equivalent ordinary armor. When not in use, orb armor lies flat in a circle of straps and plates.

Orb armor works like armor of any of the standard armor types described in the *Player's Handbook*. Use the traits

indicated for a particular armor. In addition, orb armor costs four times the indicated price and weighs twice as much as its normal counterpart.

Note that beholders do not have any armor proficiency naturally. If a DM wishes, she could swap one of a beholder's existing feats to give it one of the armor proficiency feats, or simply give it a fighter level.

Rings

A beholder can use its *telekinesis* ray to slip a ring over one of its eyestalks. Like any other creature, it cannot gain the benefits of more than two rings at once.

Staffs, Wands, and Wondrous Magic Items

A beholder can use any staff, wand, or wondrous item that it can hold in its mouth (provided it can still speak any necessary command words) or manipulate with its *telekinesis* ray if it has the Skilled Telekinetic feat (see Beholder Feats, below), so long as it meets any prerequisites for use of that item. Items must be activated normally (usually a standard action).

Wondrous Items

Beholders find the creation of wondrous items both useful and diverting. Such items lend themselves well to the unusual needs of eye tyrants.

Eye Tyrant's Lens: This 3-foot-wide glass lens is designed to strengthen and focus the power of a beholder's eye rays. When not in use, it is usually set in a wooden, stone, or ivory stand. As a free action, a beholder can lift a lens with its *telekinesis* ray, hold it over any other eyestalk it desires, and discharge a single eye ray through it. Use of this lens increases the save DC for the eye ray's effect by +2 and doubles its range. Another, smaller version of this item fits as a cap over one of the beholder's eyestalks. A beholder can potentially wear one of these on each of its available eyestalks. These fitted lens caps cost twice as much as the standard sort.

Moderate transmutation; CL 9th; Craft Wondrous Item, *wall of force;* Price 7,000 gp (standard) or 14,000 gp (fitted).

Dimensional Pocket: This item is, in essence, a *bag of holding* in the form of a pocket. When placed against a surface, whether fabric, skin, or bone, and a command word is spoken, the pocket adheres to the surface and can only be removed by speaking the command word once more. Once attached, the pocket is invisible to the eye, but the wearer is always aware of its location and can reach for it unerringly. A *see invisibility* or *true seeing* effect reveals the pocket's presence, and *detect magic* can reveal its magical aura. However, the auras of items within the pocket cannot be detected with *detect magic* unless the pocket is open.

Beholders use *dimensional pockets* to carry important objects and to conceal magic items and weapons from foes. It can hold up to 1,000 pounds and has a volume of 150 cubic feet. The mouth of the pocket can expand to fit items up to 1 foot across.

A dimensional pocket cannot be removed unless the command word is spoken or the wearer dies, but contact with the extradimensional space to which the pocket is connected can be suppressed with a targeted *dispel magic* or antimagic effect. A favorite tactic of beholders fighting beholder spellcasters is to use their antimagic cones to prevent their enemies from accessing their dimensional pockets.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest;* Price 9,000 gp.

Ocular Gems: These fist-sized gems gleam with the shimmering magical energy that boils within them. A beholder can fit one of these items into an eyestalk's place by pulling the stalk slightly back into its body to create a shallow socket in its hide. Wearing an *ocular gem* grants a beholder the use of a new supernatural ability from the list below that operates just like its other eye rays. In theory, a beholder could use as many as ten *ocular gems* by retracting all its eyestalks, but few beholders are willing to give up all their racial eye rays. Unless otherwise specified, the ability granted by the gem has a range of 150 feet. Other races cannot use *ocular gems*.

Mind Fog: The target of this ray must make a DC 17 Will save or be affected as though by a *mind fog* spell when struck by this ghostly white ray.

Faint enchantment; CL 9th; Craft Wondrous Item, *mind fog;* Price 63,000.

Poison: The beholder shoots forth a sickly greenish-brown ray that delivers an effect identical to a *poison* spell. The Fortitude save DC for this ray is 16.

Faint necromancy; CL 7th; Craft Wondrous Item, *poison;* Price 39,200 gp.

Ray of Exhaustion: The black ray that shoots from this gem tires targets and makes it more difficult for them to flee. This gem is commonly used when a beholder wants to take prisoners. The Fortitude save DC for this ray is 14.

Faint necromancy; CL 5th; Craft Wondrous Item, *ray of exhaustion;* Price 21,000 gp.

Stone to Flesh: Many beholders favor using this ability in conjunction with *flesh to stone* for the purpose of claiming captives. The Fortitude save DC for this ray is 19.

Moderate transmutation; CL 11th; Craft Wondrous Item, *stone to flesh;* Price 92,400 gp.

Suspension Sphere: Each of these 6-inch-diameter glass globes holds a shimmering bundle of acid, cold, fire, or electricity within it. A *suspension sphere* bursts on impact, allowing the energy it contains to blast out. Any creature can use one of these items, but beholders use their *telekinesis* rays to fling these items at their enemies. A suspension sphere deals 10d6 points of damage of the appropriate energy type in a 30-foot-radius spread. A successful DC 15 Reflex save halves the damage.

Moderate evocation; CL 10th; Craft Wondrous Item, *acid fog, cone of cold, fireball,* or *lightning bolt;* Price 1,500 gp.

BEHOLDER FEATS

Keen intellect and boundless ambition have spurred the beholders to develop a wide range of special tricks and abilities that give them an edge against other creatures. Many of these feats are appropriate for and available to other types of creatures as well. Only feats for which "beholder" is a prerequisite are unavailable to other creatures.

Agile Tyrant [General]

You develop longer, more flexible eyestalks than your kin. This extra flexibility allows you to bring additional eye rays to bear against your foes.

Prerequisite: Beholder.

Benefit: You may direct an extra eye ray into a single 90-degree arc.

Normal: You may only direct up to two eye rays (as a gauth) or three eye rays (as a beholder) in a single 90-degree arc.

Maw of Power [General]

You absorb an eyestalk into your body and sprout it anew within your mouth.

Prerequisite: Beholder.

Benefit: Choose one eye ray to move permanently to your mouth. You may use this ray in two different ways each round. If you hit an opponent with your bite attack, the ray from the eyestalk in your mouth automatically strikes that foe as well. You may also open your mouth to fire this ray, but its use is limited to your forward arc. Whichever way you choose to utilize this eye ray, it counts against the number of eye rays that you can fire into your forward arc. You can only use this ray once per round.

Nimble Flier [General]

You fly with such speed and agility that your enemies have trouble lining up precise attacks against you.

Prerequisite: Dex 13, Dodge, ability to fly with good or better maneuverability.

Benefit: During any round in which you use a move action to fly, you gain a +1 dodge bonus against all non-flying foes.

Power Soar [General]

You can make sudden, unexpected moves that catch your enemies off guard, ruining their efforts to strike while you are vulnerable.

Prerequisite: Dex 13, Dodge, Nimble Flier, ability to fly with good or better maneuverability.

Benefit: If you use a move action to fly straight up or straight down, the movement does not provoke attacks of opportunity.

Power Surge [General]

You focus an additional burst of energy on one supernatural special attack you possess, improving its potency at the cost of decreased capacity.

Prerequisite: A supernatural special attack that you can use at least three times per day.

Benefit: Choose one supernatural special attack that you can use three or more times per day. You may apply any one of the following improvements to that ability.

- Increase the save DC to resist the effect by +1.
- Increase the damage dealt by the effect by +1 per die.
- Increase the duration of the effect by 50% (not applicable to any effect with an instantaneous duration).

After using this feat, you must wait to use the supernatural special attack for 1 round. If you must normally wait to use the supernatural special attack, you must wait 1 round in addition to the normal period you would wait to use the ability again.

Special: You may take this feat multiple times. Each time you take this feat, it applies to a different supernatural special attack.

Skilled Telekinetic [General]

You have become so skilled with your telekinesis ability that you can manipulate and use magic items via telekinesis.

Prerequisite: Beholder.

Benefit: As a standard action, you can use your telekinetic eye ray to trigger a command word, spell completion, or spell trigger magic item so long as it is unattended and you would normally utilize the item when holding it. The item must be within reach of your telekinesis eye ray to trigger its effect, and you must have line of sight with your target and line of effect between the item and the target. The item must otherwise fulfill all the requirements for manipulating an object via *telekinesis* (such as weight).

Tentacular Stalk [General]

You cause one of your eyestalks to grow long and strong enough to function as a limb. You can use this eyestalk to grasp and hold weapons or objects.

Prerequisite: Beholder.

Benefit: You permanently transform one eyestalk of your choice into a prehensile limb. You may use that eyestalk to wield a light or one-handed weapon, or manipulate a magic item usable in one hand. You are not considered proficient with a wielded weapon unless you have gained proficiency in some other way (such as by taking a feat that grants proficiency or levels in a class that grants proficiency). You cannot use this eyestalk to fire an eye ray during any round in which you are holding an object with it.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new eyestalk. If you use this feat to strengthen multiple eyestalks so that you can fight with multiple weapons, all the usual rules for doing so apply.

Versatile Tyrant [General]

Through intense meditation and practice, you have learned how to swap eye rays between two eyestalks. Thus, you can use any given ray twice in the same round by activating it once in one eyestalk and a second time in another.

Prerequisite: Beholder.

Benefit: Choose one eye ray to duplicate. You can activate the duplicated ray from both its regular eyestalk and that of another eyestalk you choose in the same round when you activate this feat. The concentration required to transfer an eye ray in this manner puts a strain on your magical energies, so you can use one less eye ray per arc in the round when you use this ability. However, you can employ both uses of the duplicated ray in the same arc, if desired.

The suppressed ray does not function during any round when its stalk is used to deliver another ray, but it returns to normal on the following round. You may duplicate one eye ray once per round. An eye ray duplicated in one round cannot be used again the round following, although the eye ray suppressed for the round can be used normally in the round following the duplicated ray's use.

BEHOLDER PRESTIGE CLASSES

Because of their emphasis on competition and their relentless drive to conquer and dominate, beholders often push themselves to develop new abilities that they can use to destroy their foes. The following prestige classes represent just a few of the many specialized fields of study that eye tyrants embrace.

Ocular Master

The ocular master learns to combine the power of its eye rays, melding two or more of them into a single powerful attack that can send its enemies fleeing in terror. The beholders that pursue this prestige class are among the elite of their kind. Not only do their melded abilities give them versatility in battle, but in many beholder colonies, becoming an ocular master ranks as a prestigious accomplishment. For this reason,

OCULAR MASTER REQUIREMENTS

To become an ocular master, a character must fulfill the following criteria.

Race: Beholder.

Knowledge (Arcana): 8 ranks.

Feat: Versatile Tyrant.

HIT DIE: D8

OCULAR MASTER CLASS SKILLS

The ocular master class skills (and the key ability for each) are:

Con: Concentration.

Int: Decipher Script, Knowledge (arcana), Spellcraft.

Skill Points at each level: 2 + Int modifier.

OCULAR MASTER ADVANCEMENT

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Save DC Increase
1st	+0	+0	+0	+2	Eye of madness	+1
2nd	+1	+0	+0	+3	Agile aim	
3rd	+2	+1	+1	+3	Wandering eye	+2
4th	+3	+1	+1	+4	Power blast	
5th	+3	+1	+1	+4	Ocular hammer	+3

the ocular master's secrets remain closely guarded by the few beholders that master them. These eye tyrants practice in secret and spend many hours fine-tuning eye ray combinations to produce new effects.

Ocular Master Class Features

All of the following are class features of the ocular master prestige class.

Weapon and Armor Proficiency: An ocular master gains no new weapon or armor proficiencies.

Save DC Increase: At 1st, 3rd, and 5th level, the save DCs of eye rays fired by an ocular master increase by the listed amount. This bonus also applies to eye of madness, wandering eye, and ocular hammer.

Eye of Madness (Su): A 1st-level, an ocular master can combine its charm monster and fear eye rays to greater effect. The mix of terror and feelings of amity toward the beholder leaves the victim so confused it goes insane. To use this ability, the ocular master must be able to train both eye rays on a single target. A ray shoots from each of these two eyestalks, combining just as they're fired to form a single devastating ray. If the beholder hits with a ranged touch attack, the target is subject to an *insanity* effect, as the spell. The target must make a successful Will save (DC 10 + one-half the ocular master's racial Hit Dice + the ocular master's Charisma modifier + the ocular master's save DC increase bonus) to resist the effect. Even on a successful save, the target is shaken for 1d10 rounds. This effect counts as one ray for the purpose of determining how many rays per 90-degree firing arc the beholder can use (thus, it can still use two more eye rays in the same firing arc in which it uses eye of madness). The charm monster and fear rays cannot be used as normal during the round tat the ocular master uses eye of madness.

Agile Aim (Ex): By 2nd level, the ocular master has learned to use its spell rays with greater accuracy. The practice required to combine two rays into a single attack improves its aim, granting it a +2 competence bonus on ranged touch attack rolls for all its eye ray attacks, including wandering eye, eye of madness (see below), and ocular hammer (see below).

Power Blast (Ex): At 4th level, the ocular master learns to focus its internal magical energy with great precision, blasting through its enemies' defenses and overwhelming their ability to resist. The save DC for each of its eye ray attacks increases by +1. This bonus also applies to its wandering eye, eye of madness, and ocular hammer abilities.

Wandering Eye (Su): At 3rd level, the ocular master learns to combine its slow and telekinesis eye rays to produce an attack that forces the target into a *maze* (as the spell). To use this ability, the ocular master must be able to train both eye rays on a single target. A ray shoots from each of these two eyestalks, combining just as they're fired to form a single devastating ray. If the beholder hits with a ranged touch attack, the target is subject to the *maze* effect. The target creature does not get a save to resist the effect. This effect counts as one ray for the purpose of determining how many rays per 90-degree firing arc the beholder can use (thus, it can still use two more eye rays in the same firing arc in which it uses wandering eye). The slow and telekinesis rays cannot be used as normal during the round that the ocular master uses wandering eye.

Ocular Hammer (Su): With a single, powerful blast of energy, the ocular master combines three of its eye rays in a single 90-degree firing arc into an overwhelming flood of energy that it aims at a single target. One of these three eyes must be its disintegrate eye, and the others can be any two of the beholder's other eyestalks. The beholder can use its remaining eyestalks to make other attacks normally in other firing arcs, but using ocular hammer replaces the individual effects of the three eye rays used for this round.

Twice per day, the ocular master can make a ranged touch attack at a single target. The target of ocular hammer must make a successful Fortitude save (DC 10 + one-half the ocular master's racial Hit Dice + the ocular master's Charisma modifier + the ocular master's save DC increase bonus) or be affected by an empowered *disintegrate* ray. Failure means the creature still takes damage per the *disintegrate* spell (although this lesser damage is also empowered). Any creature reduced to 0 or fewer hit points by this ray is entirely disintegrated, as per the spell, although its equipment is unaffected.

Unholy Abomination

Although the arrogance of beholders is so extreme that most refuse to acknowledge the gods, a few find power in the worship of extraplanar creatures. These beholders (and a few other aberrations) can become unholy abominations—monstrosities that have been warped by the blessing of some dark entity.

UNHOLY ABOMINATION ADVANCEMENT

HIT DIE: D8

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+0	+2	Unholy blessing
2nd	+1	+0	+0	+3	Dark miracle
3rd	+1	+1	+1	+3	Blasphemous visage

UNHOLY ABOMINATION REQUIREMENTS

To become an unholy abomination, a character must fulfill the following criteria.

Type: Aberration.

Knowledge (Religion): 8 ranks.

Feat: Power Surge.

Special: Ability to use a supernatural attack at least three times per day.

UNHOLY ABOMINATION CLASS SKILLS

The unholy abomination class skills (and the key ability for each) are:

Con: Concentration.

Int: Knowledge (arcana), Knowledge (religion), Spellcraft.

Wis: Heal.

Skill Points at each level: 2 + Int modifier.

Creatures that adopt this prestige class engage in unholy rites, bathing in the energies of foul beings to infuse their supernatural abilities with power.

Beholders that follow this path are typically lone individuals in search of any aid to defeat rival eye tyrants and subjugate lesser creatures. Since few beholders are willing to accept the superiority of any being—even a god—those who adopt this prestige class tend to be even more cunning and dangerous than normal.

Unholy Abomination Class Features

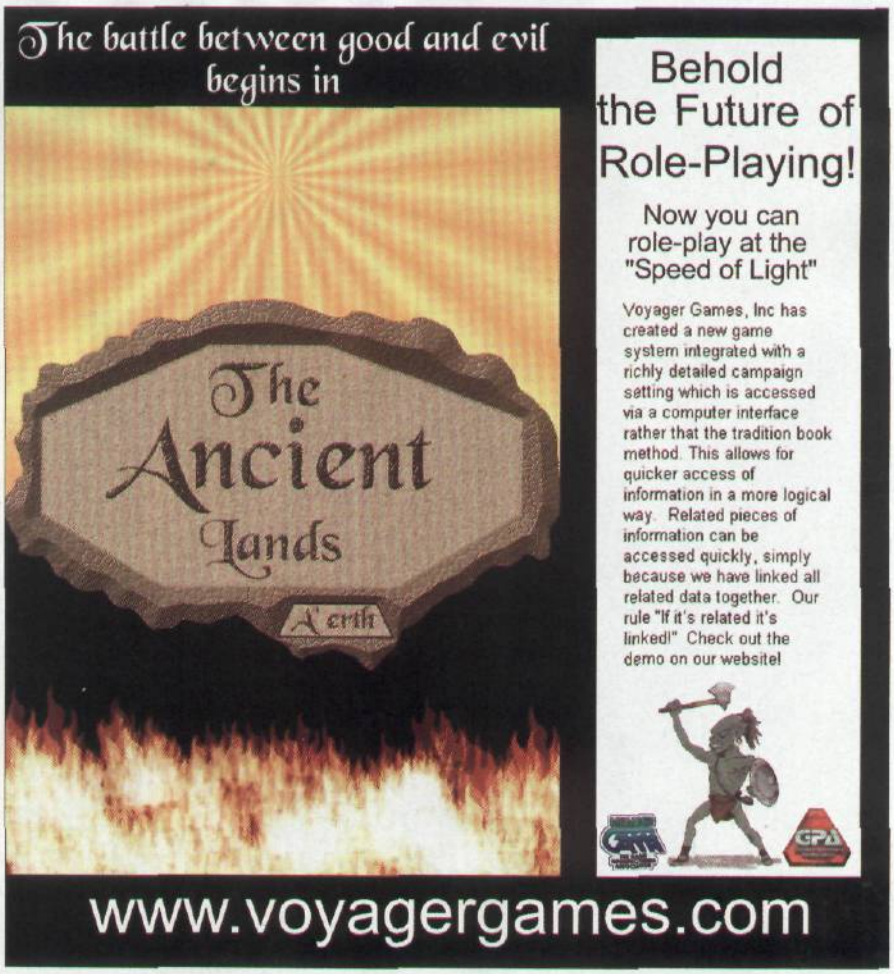
All of the following are class features of the unholy abomination prestige class.

Weapon and Armor Proficiency: An unholy abomination gains no new weapon or armor proficiencies.

Unholy Blessing (Su): As one of its dark god's favorites, a 1st-level unholy abomination gains a +1 innate bonus on all attacks, checks, and saves.

Dark Miracle (Su): Three times per day as a standard action, a 2nd-level or higher unholy abomination can produce an inky-black ray of negative energy that injures good creatures. If it hits with a ranged touch attack, the target gains two negative levels. The DC to remove one of these negative levels is 10 + the unholy abomination's class level + the abomination's Charisma modifier. Dark miracle has a range of 60 feet.

Blasphemous Visage (Ex): The abomination's body shifts and changes to reflect its sponsor's dark magic. Unholy symbols appear in the ridges and whorls of its hide, its eyes turn a bloodshot red color, and festering pus oozes from its orifices. A zone of nauseating stench and buzzing flies surrounds its bloated, rotting body. Every creature within 60 feet of the unholy abomination must make a Will save (DC 13 + the abomination's Charisma modifier) or take a -2 penalty on attack rolls and saves for as long as it stays within range and line of sight, and for 1d4 rounds thereafter. This is a mind-affecting fear effect. Furthermore, any creature adjacent to the unholy abomination must make a Fortitude save (DC 13 + unholy abomination's Constitution modifier) or take 1d4 points of Strength damage from the horrid stench. Creatures that fail this second save must continue to make Fortitude saves each round they remain within the area until they succeed or collapse from accumulated Strength damage. Success on either save renders the creature immune to the corresponding effect for 24 hours. The unholy abomination cannot suppress this ability; it is always active.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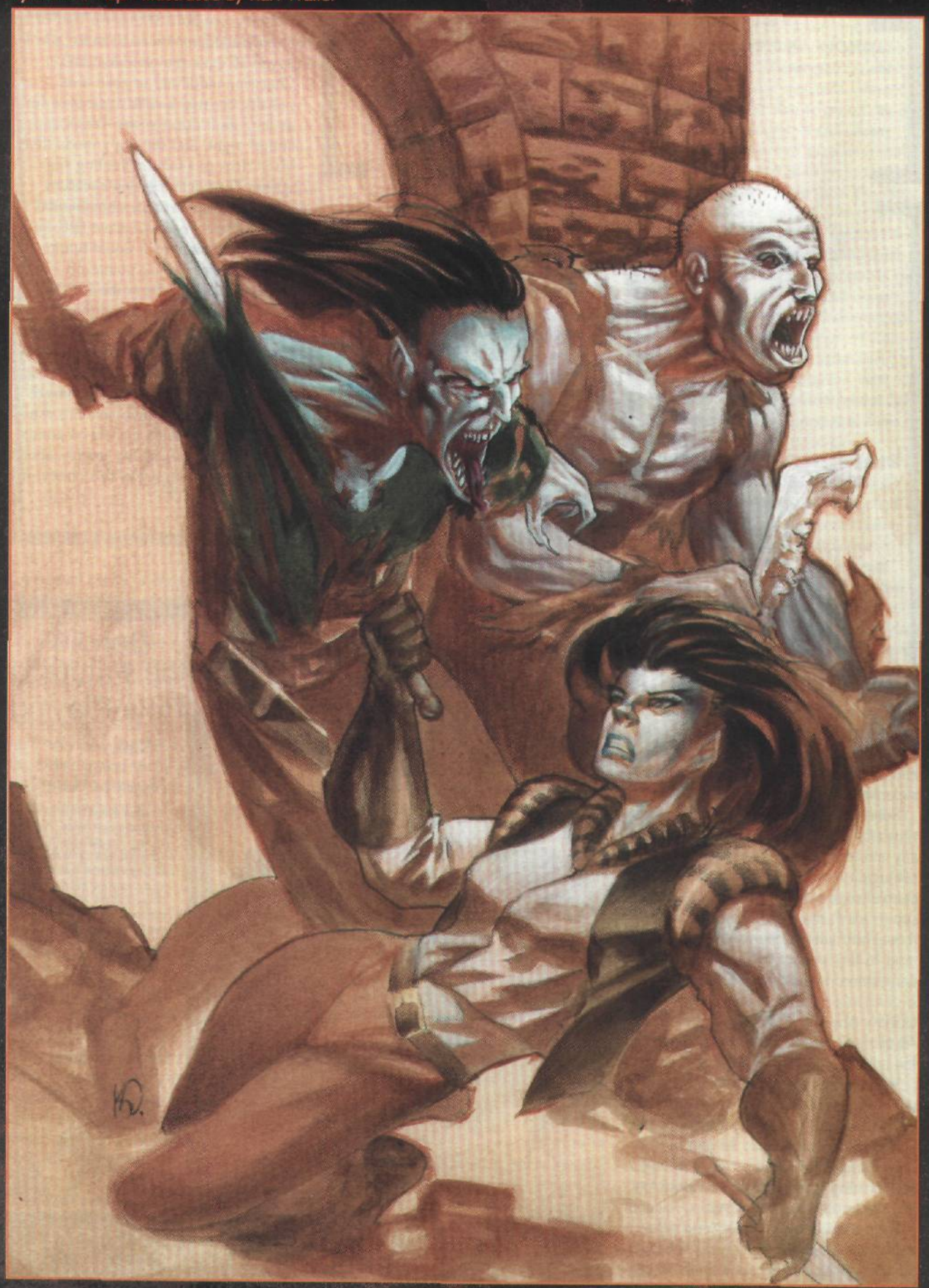


Born of DEATH

From the journal of Bozred Zelkinth, a necromancer of no small renown, comes the following account of a new and terrible kind of creature.

The warriors I had hired managed to subdue and capture a number of ghouls for my studies. Of the twelve that they brought in—all presumably of human stock—nine were female and three were male. The leader of the mercenaries assured me that the ghouls had come from a single pack, and that they had been captured with minimal damage, although four others had perished in the encounter.

Not long after I had purchased the ghouls, I noted their subservience to a particular female. She was the largest of the twelve and seemed somewhat more cunning than the others. It was apparent that she consumed a greater share of the food than the others, since she was stockier than her brethren and had a large, heavy stomach. Two weeks later, I awoke to find two of the ghouls dead and half-eaten in the enclosure. The female had evidently destroyed two of her own, presumably to get a greater share of the evening meal, and had devoured large portions of their bodies immediately afterward. While this development fascinated me, the ghouls were expensive beasts, and I didn't want to lose any more. I moved her to a separate pen rather than have my property damaged further.

Three weeks later, the entire sanctum was awakened by a horrible howling in the holding area. Pausing only long enough to gather my apprentices, I rushed to the basement to discover the female lying injured in her pen. Thick ichor stained the floor of the enclosure, and she was curled in a fetal position, howling as though in great agony. A quick count of the beasts in the first enclosure revealed that none of the others had escaped. As I approached the female, I saw that she was cradling a small bundle in her distended, apelike arms.

The thing she held resembled a human baby, except for its gaunt build and yellow eyes. I thought I detected a faint, flickering essence within the little creature, and it grew stronger as I approached the pen. My spells soon confirmed what my instincts had told me. It was alive!

Under normal circumstances, cross-breeding the living with the undead is impossible. Necromancy and accidents of fate, however, can produce extremely unusual mixtures of life and unlife.

Creatures touched with the taint of undeath come in two forms: half-undead and deathtouched. Half-undead are direct "descendents" of undead creatures, while deathtouched are generations removed from their undead progenitors.

Both sorts of creatures are presented below for DMs and players who would like to breathe a bit more unlife into their campaigns. A half-undead template is offered for each of the most common kinds of half-undead, and the mortif deathtouched is presented as a new monster, similar to the planetouched, with the necessary information for use as a player character.

HALF-UNDEAD AND THEIR KIN

HALF-UNDEAD TRAITS

All four kinds of half-undead have the following traits in common.

Call of Undeath (Ex): There is a 3% chance per Hit Die that, upon a half-undead's death, it will rise as a full undead creature of its undead progenitor's kind.

Darkvision (Ex): A half-undead gains darkvision with a range of 60 feet. If the base creature already had darkvision, use the greater range.

Detection (Ex): Half-undead register as undead creatures for the purposes of spells and effects that detect undead (such as *detect undead*). A half-undead counts as half its HD for the purposes of aura strength.

Fortification (Ex): When a critical hit or sneak attack is scored on the half-undead, there is a 50% chance that the critical hit or sneak attack is negated, and damage is instead rolled normally. If a half-undead wears magic armor with any form of the fortification quality, use the better percentage value.

Immunity to Energy Drain (Ex): A half-undead is immune to energy drain attacks.

Necrotic Life (Ex): Even on a failed save, a half-undead suffers only half damage from spells and effects that deal hit point damage due to negative energy, such as *inflict* spells, and with a successful save, a half-undead suffers no damage.

Slow Aging (Ex): Upon reaching maturity, a half-undead ages at one-fourth of the base creature's normal rate.

Turn Kind (Ex): A half-undead cleric gains a +2 bonus on checks made to turn, rebuke, command, or bolster undead creatures of its ancestral kind.

Vulnerability to Holy Water (Ex): Holy water scalds the flesh of a half-undead, dealing 1d4 points of damage per direct hit with a flask

Vulnerability to Turning (Ex): Any turning attempt targeting the half-undead that would turn or rebuke an undead of the half-undead's HD imposes a -4 penalty on the half-undead's attacks, saves, skill checks, and ability checks. This effect lasts for 10 rounds or until the creature that turned or rebuked the half-undead attacks the half-undead. A turn attempt that would destroy or command an undead of equivalent Hit Dice instead stuns a half-undead for 2d4 rounds.

Saves: A half-undead creature gains a +2 racial bonus on saves against fear, poison, disease, paralysis, and spells from the necromancy school.

HALF-UNDEAD

Most half-undead are created when a creature's mother is transformed into a vampire, ghoul, or wight while pregnant. Others result from dread curses, botched *resurrections*, necromancers' experiments, or the intervention of dark gods. Regardless of their origins, half-undead are shunned creatures that exist in the gray area between the living and the dead—alive but cursed with the taint of unlife.

Four kinds of half-undead have been encountered thus far, each derived from a particular sort of undead stock: katanes (half-vampires), gheden (half-zombies), ghuls (half-ghouls), and fetch (half-ghosts). Each has its own special powers and weaknesses, although all share certain half-undead traits (see sidebar).

Half-Undead Characters

Half-undead tend to be gaunt, pale beings with disturbingly feral mannerisms or haunting, unearthly beauty, depending on their kind. Some of them, filled with hate and self-loathing, are driven to hunt their own "kin" in a desperate effort to atone for the circumstances of their births. Others embrace their natures and become the bane of the weak and innocent. The half-undead turn to adventuring with some frequency, since they tend not to fit in with normal society. Evil gods value them as clerics and go out of their way to lure evil half-undead into their priesthoods.

Half-undead can choose any class, although they tend to shy away from paladinhood. Ghedens tend to become fighters and barbarians because their inability to feel pain makes them unusually effective on the battlefield. Fetch tend to become clerics and sorcerers, and katanes and ghuls show no particular class preferences. A half-undead character retains the favored class of the base creature.

HALF-UNDEAD TEMPLATES

Each kind of half-undead is presented here as a template that can be applied to any giant, humanoid, or monstrous humanoid creature. They use all the base creature's statistics and special abilities except as noted. Where ability score decreases are indicated, the minimum score is 1.

FETCHES IN THE GHOSTWALK CAMPAIGN OPTION

If you are using the *Ghostwalk* campaign option in your game, fetches can be the offspring of fully manifested ghosts and mortal beings. These fetches lack the *telekinesis* special ability but instead have *create ectoplasm* as a spell-like ability, usable a number of times per day equal to the fetch's Charisma bonus (if any) + 2.

Fetch

Fetch are the least common of the half-undead, since the blending of the corporeal with the ethereal is a logistical nightmare. Some fetch are born when the gods allow a woman to carry the child of her deceased love's spirit. Others are ghosts, spectres, or other incorporeal undead who were restored to life with flawed magic.

Whatever their origins, fetch are powerful yet frail creatures that tend to rely more on their special powers than on physical prowess in combat. Many become so sickly that they require almost constant care from family or friends.

A fetch resembles a sorrowful human with hair, skin, and eyes of a nearly transparent white, blue, or ash-gray color. A typical fetch appears sickly and physically weak and speaks in a soft, melodious voice.

Speed: A fetch can fly with perfect maneuverability at a speed of 30 feet.

Special Attacks: A fetch retains all the special attacks of the base creature and gains those described below.

Telekinesis (Sp): Once every 1d4 rounds, a fetch can use *telekinesis* as a caster of a level equal to the fetch's total HD.

Unnerving Gaze (Su): A fetch can unnerve an opponent with a glance. Any living being that meets its gaze must succeed at a Will save (DC 10 + one-half the fetch's total Hit Dice + the fetch's Charisma modifier) or be shaken (see the Condition Summary in the *Dungeon Master's Guide*) for the next 10 minutes. A successful save renders a creature immune to that fetch's gaze for 24 hours.

Special Qualities: A fetch has all the special qualities of the base creature and those common to all half-undead (see the Half-Undead Traits sidebar). It also has the following special qualities.

Detect Incorporeal Undead (Sp): At will, a fetch can detect any form of incorporeal undead. This ability works like the *detect undead* spell (caster level equals fetch's HD), but it only detects incorporeal undead.

Ghost Form (Su): A fetch can create a spirit body capable of traveling about freely and engaging in combat. This ability is usable once per day and requires a full-round action.

At the beginning of the following round, the fetch's body lies in a comatose state while a shimmering, incorporeal duplicate of it moves about freely. This ghost form glows with an eerie light whose color corresponds to the fetch's alignment—evil fetch glow crimson, neutral fetch glow a sickly green shade, and good fetch glow electric blue. The ghost form has access to all of the fetch's special abilities, skills, spells, and feats, but it has no weapons or equipment and can use only items that an incorporeal creature can handle. Destroying the ghost form returns the fetch's spirit to its body immediately and deals 1 point of damage to the fetch for each minute that it used its ghost form ability. Otherwise, the fetch can remain in ghost form indefinitely or return to its body as a full-round action.

Immunities (Ex): A fetch is immune to ability damage, ability drain, and the special attacks of ghosts.

Unnatural Aura (Su): Animals, both wild and domesticated, can sense the unnatural presence of a fetch at a distance of 15 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Abilities: Change from the base creature as follows: Str -2, Dex +2, Con -2, Cha +2.

Skills: A fetch gains a +4 racial bonus on Move Silently checks.

Organization: Solitary, gang (2-4 normal base creatures and 1 fetch), or party (2-8 normal base creatures and 2-4 fetches).

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Gheden

Ghedens are spawned by melding mortal essence with zombies, skeletons, or other undead automatons. They rarely occur without the intervention of a necromancer or evil deity, although botched *resurrections* sometimes bring an unfortunate soul back as a gheden.

A gheden is a gray, corpselike being with hollow, black eyes and a distant expression. It often smells of freshly dug earth. Ghedens range from extremely gaunt to thick and muscular. They are the least powerful of the half-undead, but their inability to feel pain gives them an edge in combat.

A RARE FEW GHULS SURVIVE TO ADULTHOOD

Special Qualities: A gheden has all the special qualities of the base creature and those common to all half-undead (see the Half-Undead Traits sidebar). It also has the following special qualities.

Dead Nerves (Ex): A gheden has a weak sense of touch and is incapable of feeling pain. It is unaffected by nonlethal damage, stunning, and death from massive damage. This lack of sensation also imposes a -8 penalty on any skill check that involves fine motor control or a sense of touch, such as Open Lock or Sleight of Hand checks, but grants a +4 bonus on Concentration checks provoked by damage.

Detect Mindless Undead (Sp): At will, a gheden can detect any form of mindless undead. This ability works like the *detect undead* spell (caster level equals gheden's total HD), but it only detects mindless undead.

Immunities (Ex): A gheden is immune to fear and confusion effects.

Abilities: Change from the base creature as follows: Str +4, Dex -2, Int -2, Cha -4.

Skills: Ghedens have a +4 racial bonus on Intimidate checks.

Feats: Ghedens gain Endurance, Diehard, and Toughness as bonus feats.

Organization: Solitary, gang (2-4 normal base creatures and 1 gheden), or party (2-8 normal base creatures and 2-4 ghedens).

Alignment: Often neutral evil.

Level Adjustment: Same as the base creature +1.

Ghul

Ghouls, lacedons, and ghasts occasionally transform expectant mothers into their own kind. In most cases, the child does not survive the change. When it does, a ghul is the result. A rare few ghuls survive to adulthood thanks to a protective instinct within their ghoulish mothers. Those raised in the company of ghouls tend to be spiteful and self-loathing, while those who manage to enter human society are often persecuted for their uncouth dietary needs.

Ghuls are fearsome creatures. They are gaunt, almost emaciated, with rough, leathery skin. Sharp teeth fill their mouths and long tongues loll out between yellowed fangs. They have black, green, pale purple, or chalk-white skin, and pupilless yellow, red, or green eyes that glow faintly in low light. Unless a ghul takes special care to bathe frequently, it stinks of carrion and dried blood.

Attack: A ghul retains all the attacks of the base creature and also gains a bite attack if it didn't already have one. If the base creature can use weapons, the ghul retains this ability. A creature with natural weapons retains those weapons. A ghul fighting without weapons uses either its bite attack or its primary natural weapon (if it has any). A ghul armed with a weapon uses its bite or a weapon, as it desires.

Full Attack: A ghul fighting without weapons uses either its bite attack or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as a primary attack along with a bite or other natural weapon as a natural secondary attack.

Damage: Ghuls have bite attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the ghul's size. Creatures that have a bite attack retain their old dam-

age values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A ghul retains all the special attacks of the base creature and also has the following special attack.

Paralysis (Ex): A ghul can inflict paralysis with an unarmed strike or bite attack once per day per Hit Die. The opponent must make a Fortitude save (DC 10 + 1/2 ghul's HD + ghul's Charisma modifier) or be paralyzed for 1d4+1 minutes. Elves are immune to this paralysis.

Special Qualities: A ghul has all the special qualities of the base creature and those common to all half-undead (see the Half-Undead Traits sidebar). They also have the following special qualities.

Gruesome Hunger (Ex): The digestive system of a ghul is designed to digest carrion to the exclusion of all else. Ghuls can devour raw or putrefied food at any stage of decay without ill effect. Ghuls hunger for the flesh of intelligent creatures, especially that of their mortal kin. This hunger rises every six days and can be fought off with a DC 15 Will save. Each successful save staves off the hunger for another day. A ghul that fails this save must eat a quantity of raw or rotten flesh of an intelligent creature equal to one-tenth its weight before moonrise of the next day, or be sickened until it has eaten half its weight in rotten or raw meat from an intelligent creature within 24 hours.

Immunities (Ex): A ghul has immunity to disease and ingested poisons. It gains a +4 racial bonus on saves against poisons of other kinds. Odor-based attacks, such as the *stinking cloud* spell or a ghast's stench ability, have no affect on a ghul. Ghuls are invulnerable to paralysis inflicted by ghouls, lacedons, ghasts, or other ghuls.

Abilities: Change from the base creature as follows: Str +2, Dex +4, Wis +4, Cha +2.

Skills: Ghuls have a +2 racial bonus on Climb, Hide, Jump, and Move Silently.

Environment: Any, usually same as base creature.

Organization: Solitary, gang (2-4 normal base creatures and 1 ghul; or 2-4 ghouls and 1 ghul;), or party (2-8 normal base creatures and 2-4 ghuls; or 2-8 ghouls, 1-2 ghasts, and 2-4 ghuls).

Challenge Rating: Same as the base creature +1.

Alignment: Often chaotic evil.

Level Adjustment: Same as the base creature +3.

Katane (Half-Vampire)

Cursed with a thirst for living blood and possessed of awful powers befitting creatures of the night, katanes are some of the more common half-undead. The humanlike appearance and social behavior of vampires and their spawn result in ample opportunities for half-breed creation, and some vampires retain enough human sentiment to care for the child, improving the katane's chances of survival.

Katanes are pale and slender, with jet-black hair and red, black, green, or yellow eyes. They have pronounced canines that extend for feeding and slightly pointed ears. Some of the less fortunate (those with a Charisma score of 7 or below) have batlike features.

Special Attacks: A katane retains all the special attacks of the base creature and also has the following special attacks.

Blood Drain (Ex): Much like its undead progenitor, a katane can drain blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the katane gains 5 temporary hit points.

Charm Person (Sp): A katane can influence a humanoid creature by locking gazes with it. This functions as a *charm person* spell (caster level equals katane's total Hit Dice). The save DC of this ability is 10 + katane's Hit Dice + katane's Charisma bonus. The katane can use this ability a number of times per day equal to its Charisma bonus (if any; minimum 1 time per day).

Special Qualities: A katane has all the special qualities of the base creature and those common to all half-undead (see the Half-Undead Traits sidebar). They also have the following special qualities.

Blood Hunger (Ex): Katanes are able to survive on normal food, but nevertheless they hunger for the blood of the living. This hunger rises every three days and can be fought off with a DC 15 Will save. Each successful save staves off the hunger for another day. A katane that fails this save must drain blood from a creature before sunrise of the next day or take a -1 morale penalty on attacks, checks, and saves; this penalty increases by -1 each additional day the katane goes without draining blood. Once the katane has dealt 1d4 points of Constitution drain to a living creature, the penalties vanish and are not incurred again provided the katane drains blood every three days.

Damage Reduction (Su): A katane has damage reduction 5/silver.

Immunities (Ex): Katanes are invulnerable to vampires' domination and suffer none of the weaknesses of their fully undead kin.

Light Sensitivity (Ex): Katanes are dazzled in bright sunlight or within the radius of a *daylight* spell.

Resistances (Ex): A katane has resistance to cold 5 and electricity 5.

Sense Vampires (Su): A katane can sense the presence of other katanes, vampires, vampire spawn, and any other form of undead that feeds on living blood within 200 feet. This ability only allows the katane to determine the presence of such a creature in the area, not the number or power of such creatures, and the ability cannot be used to aid in blind-fighting or to pinpoint a target.

Spider Climb (Ex): A katane can climb sheer surfaces as though with a *spider climb* spell.

Abilities: Change from the base creature as follows: Str +2, Dex +2, Cha +2.

Skills: Katanes have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, and Spot checks.

Feats: Katanes gain Improved Initiative as a bonus feat.

Environment: Same as base creature.

Organization: Solitary, gang (2-4 normal base creatures and 1 katana; or 2-4 vampires and 1 katana;), or party (2-8 normal base creatures and 2-4 katanes; or 2-8 vampires and 2-4 katanes).

Challenge Rating: Same as the base creature +1.

Alignment: Often chaotic evil.

Level Adjustment: Same as the base creature +4.

Sample Half-Undead

This example uses a 2nd-level half-orc barbarian as the base creature.

Gheden 2nd-Level Half-Orc Barbarian
Medium Humanoid (Half-Orc)
Hit Dice: 2d12+5 (18 hp)
Initiative: +1
Speed: 40 ft.
AC: 15 (+1 Dex, +4 masterwork scale mail), touch 11, flat-footed 14
Base Attack/Grapple: +2/+6
Attack: Masterwork greataxe +7 melee (1d12+6/×3); or composite longbow (+6 Str bonus) +1 ranged (1d8+4/×3)
Full Attack: Masterwork greataxe +7 melee (1d12+6/×3); or composite longbow (+6 Str bonus) +1 ranged (1d8+4/×3)
Face/Reach: 5 ft./5 ft.
Special Attacks: Rage 1/day
Special Qualities: Darkvision 60 ft., dead nerves, half-orc traits, half-undead traits, immunities, *detect mindless undead*, uncanny dodge
Abilities: Str 19, Dex 9, Con 12, Int 6, Wis 9, Cha 2.
Saves: Fort +3, Ref -1, Will -1
Skills: Climb +2, Intimidate +1, Jump +2, Survival +1
Feats: Diehard, Endurance, Toughness, Weapon Focus (greataxe)
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Chaotic neutral
Advancement: By character class
Level Adjustment: +1

This hideous corpselike creature has hollow, black eyes and a distant expression. A stink of the grave follows it.

This half-undead is a gheden, a bizarre arcane melding of zombie and half-orc.

Combat

The gheden half-orc barbarian dispassionately charges into battle, even during a rage. It has little sense of self or self-preservation and relentlessly attacks until no foes remain or it is dead.

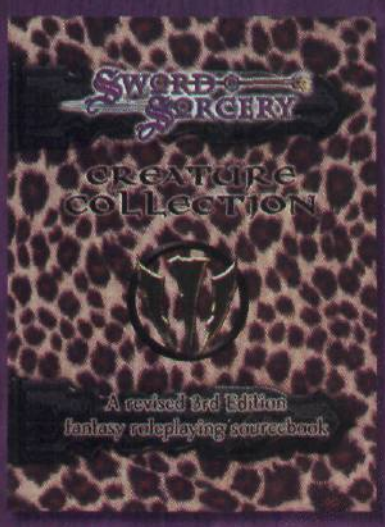
Dead Nerves (Ex): A gheden has a weak sense of touch and is incapable of feeling pain. It is unaffected by nonlethal damage, stunning, and death from massive damage. This lack of sensation also imposes a -8 penalty on any skill check that involves fine motor control or a sense of touch, such as Open Lock or Sleight of Hand, but grants a +4 bonus on Concentration checks provoked by damage.

***Detect Mindless Undead* (Sp):** At will, a gheden can detect any form of mindless undead. This ability works like the *detect undead* spell (caster level equals gheden's total HD), but it only detects mindless undead.

Immunities (Ex): A gheden has immunity to fear and confusion effects.

Uncanny Dodge (Ex): The gheden retains its Dexterity bonus to AC even if it is caught flat-footed or is struck by an invisible attacker. It still loses its Dexterity bonus to AC if immobilized.

Inhabitants of a Savage Land



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DEATHTOUCHED

The deathtouched trace their ancestry to a half-undead being—usually a katane or the victim of a bungled *resurrection*. Although rarely recognized as such, the taint of unlife lingers through generations, and a deathtouched can manifest abilities derived from its unliving ancestor.

Deathtouched tend to be pale and thin, with black, dirty brown, or gray hair. Many have some small physical feature that belies their heritage, such as sharpened canines, a ghoul-like tongue, a faint smell of the grave, eyes that glow red, yellow, or green in low light, or tight, corpselike skin. They wear the clothing and hairstyles of the region they live in but favor fashions that conceal their nature and discourage notice. Deathtouched can be reclusive and are prone to fits of depression that last days or even weeks at a time. They become fond of anyone who can understand or tolerate their affliction.

Most races do not trust creatures that are undead, in whole or in part, and a deathtouched whose ancestry has been exposed is likely to be driven off or killed. Some elves consider them abominations that must be hunted to extinction. This causes most deathtouched to be fearful of others. Neither can deathtouched expect acceptance from their undead kin, who see them as no different from other mortals. Certain cults of death gods treat deathtouched with respect, though, and necromancers might welcome them in exchange for skin, hair, and blood samples, which are invaluable to their experiments. Deathtouched feel a kinship with tieflings but do not get along well with aasimar.

Like the planetouched, the deathtouched have no society or culture of their own and instead blend into existing ones. Mortif, the deathtouched described here, are the most common variety: humans with an undead or half-undead forebear. Other races might also have deathtouched members.

Mortif

Mortif, 1st-Level Warrior
Medium Outsider (Native)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft. in chainmail; base speed 30 ft.
AC: 17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17
Base Attack/Grapple: +1/+1
Attack: Short sword +2 melee (1d6/19-20) or light crossbow +1 ranged (1d8/19-20)
Full Attack: Short sword +2 melee (1d6/19-20) or light crossbow +1 ranged (1d8/19-20)
Face/Reach: 5 ft./5 ft.
Special Attacks: *Chill touch*
Special Qualities: Darkvision 60 ft., resistance to cold 5 and electricity 5
Abilities: Str 13, Dex 11, Con 10, Int 10, Wis 11, Cha 12
Saves: Fort +2, Ref +0, Will +0
Skills: Intimidate +7, Ride +4, Move Silently -5
Feats: Dodge
Environment: Temperate plains

MOST RACES DO NOT TRUST CREATURES THAT ARE UNDEAD . . .

Organization: Solitary, pair, or team (2-4)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral (any)
Advancement: By character class
Level Adjustment: +1

This gaunt, gray-skinned being has an indefinable air of wrongness about it. A faint smell of the grave follows it, and its eyes glow eerily in the dim light.

Mortif adventure out of greed, a need for meaning, or a desire for self-validation. Some go out of their way to hunt down their undead progenitor, or all undead, to exact revenge for their torment-filled lives. Others seek to gain mastery over their nature or to gain acceptance by their fellow citizens. Mortif are usually neutral, though there are many chaotic and lawful individuals in their number. Their isolation from society discourages loyalty to any but themselves.

Combat

Mortif fight out of self-preservation or greed. They do battle when and if it benefits them and usually protect their own hides before their honor or reputation.

***Chill Touch* (Sp):** A mortif can use *chill touch* once per day as a 1st-level caster or as a caster of his character level, whichever is higher. Using this ability relieves some of the psychic pressure of the mortif's heritage and is a pleasurable experience.

Skills: A mortif has a +2 racial bonus on Intimidation and Move Silently checks.

The mortif warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Deathtouched as Characters

Deathtouched characters possess the following racial traits.

- -2 Con, +2 Wis, +4 Cha.
- Medium size.
- A deathtouched's base land speed is 30 feet.
- Darkvision: Mortifs can see in the dark up to 60 feet.
- Racial Skills: Deathtouched have a +2 racial bonus on Intimidation and Move Silently checks.
- Racial Feats: A deathtouched gains feats according to its class levels.
- Special Attacks (see above): *Chill touch.*
- Special Qualities (see above): Resistance to cold 5 and electricity 5.
- Automatic Language: Common. Bonus Languages: Any except for secret languages.
- Favored Class: Sorcerer.
- Level Adjustment: +1.

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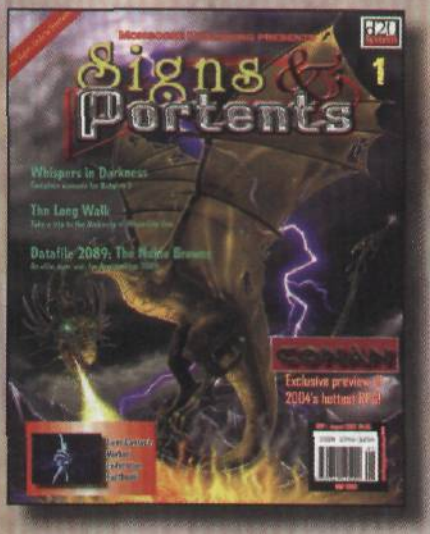

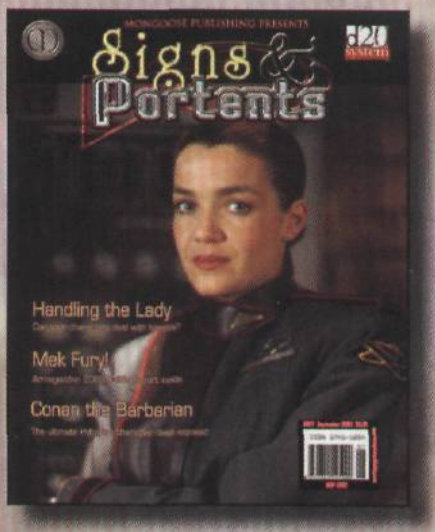

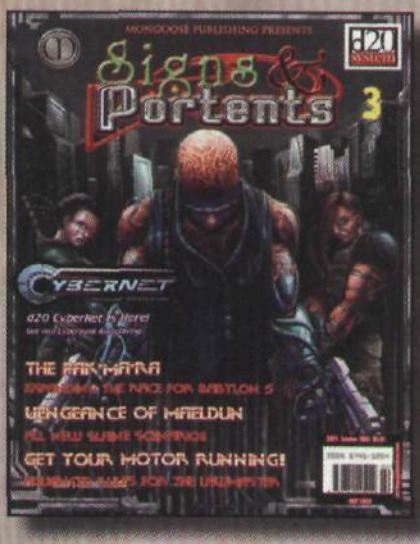

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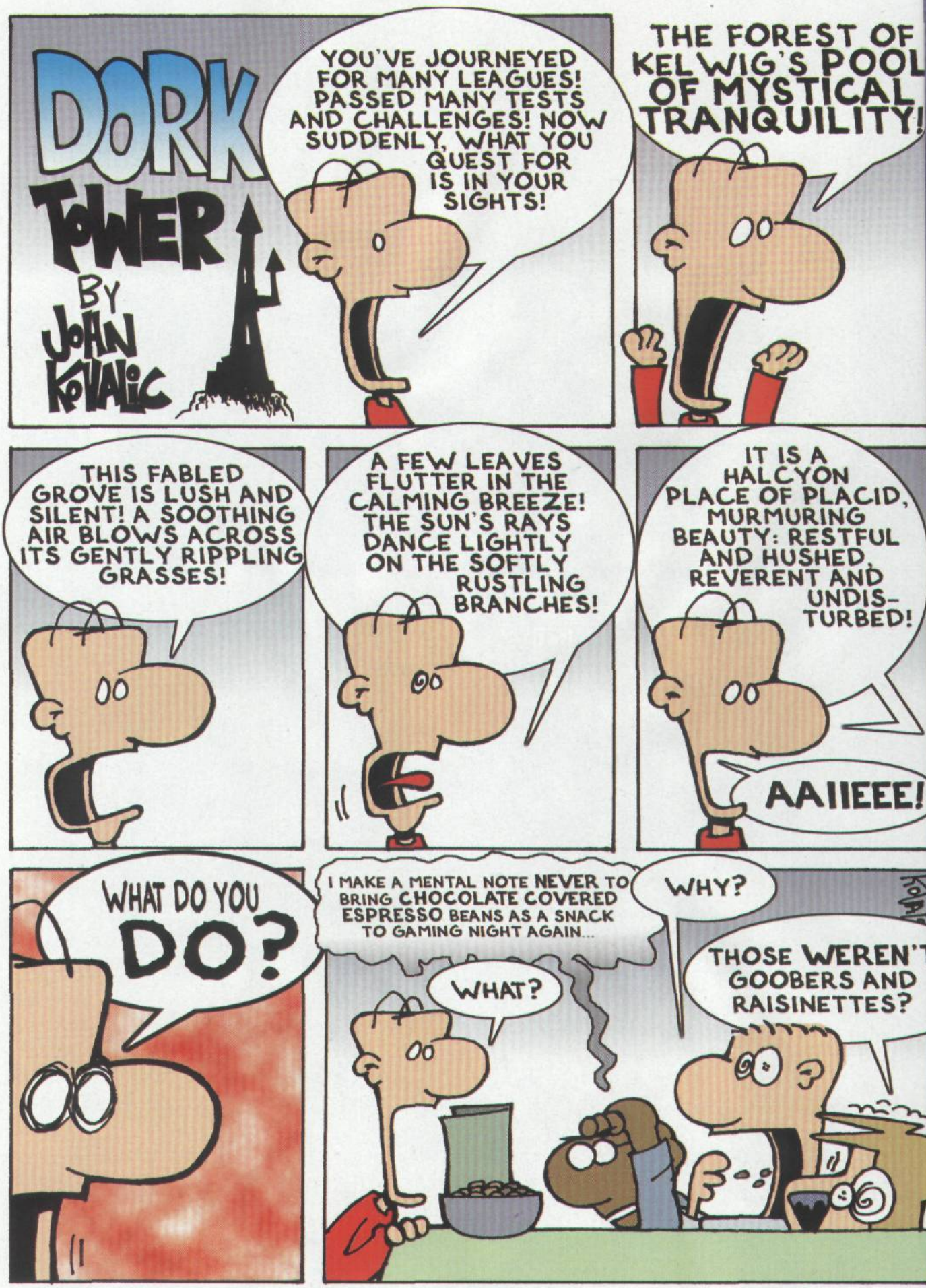
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BY JOHN KOVALIC
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THIS FABLED GROVE IS LUSH AND SILENT! A SOOTHING AIR BLOWS ACROSS ITS GENTLY RIPPLING GRASSES!
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IT IS A HALCYON PLACE OF PLACID, MURMURING BEAUTY: RESTFUL AND HUSHED, REVERENT AND UNDIS-TURBED!
AAIIEEE!
WHAT DO YOU DO?
I MAKE A MENTAL NOTE NEVER TO BRING CHOCOLATE COVERED ESPRESSO BEANS AS A SNACK TO GAMING NIGHT AGAIN...
WHAT?
WHY?
THOSE WEREN'T GOOBERS AND RAISINETTES?

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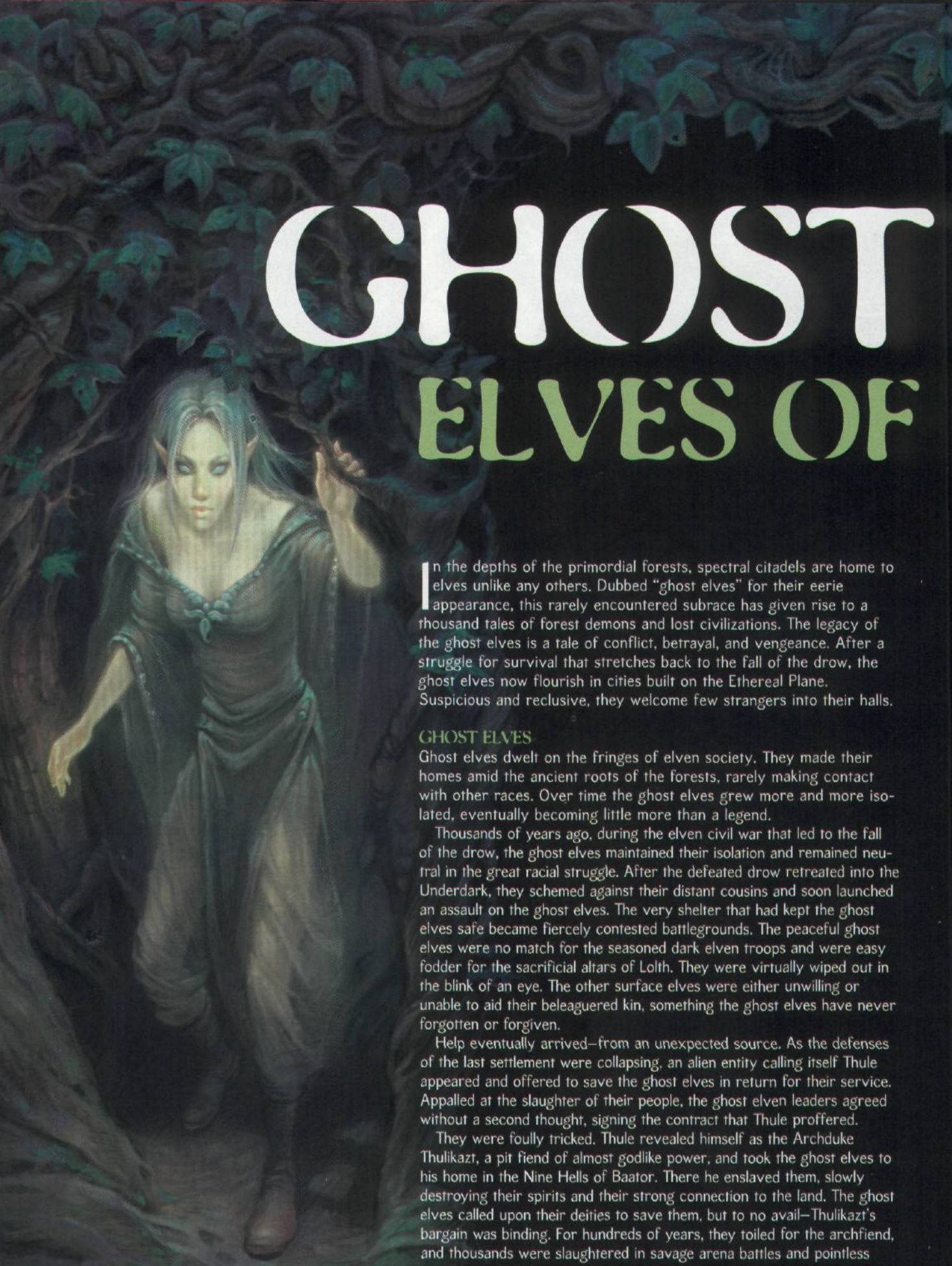

GHOST ELVES OF

In the depths of the primordial forests, spectral citadels are home to elves unlike any others. Dubbed "ghost elves" for their eerie appearance, this rarely encountered subrace has given rise to a thousand tales of forest demons and lost civilizations. The legacy of the ghost elves is a tale of conflict, betrayal, and vengeance. After a struggle for survival that stretches back to the fall of the drow, the ghost elves now flourish in cities built on the Ethereal Plane. Suspicious and reclusive, they welcome few strangers into their halls.

GHOST ELVES

Ghost elves dwelt on the fringes of elven society. They made their homes amid the ancient roots of the forests, rarely making contact with other races. Over time the ghost elves grew more and more isolated, eventually becoming little more than a legend.

Thousands of years ago, during the elven civil war that led to the fall of the drow, the ghost elves maintained their isolation and remained neutral in the great racial struggle. After the defeated drow retreated into the Underdark, they schemed against their distant cousins and soon launched an assault on the ghost elves. The very shelter that had kept the ghost elves safe became fiercely contested battlegrounds. The peaceful ghost elves were no match for the seasoned dark elven troops and were easy fodder for the sacrificial altars of Lolth. They were virtually wiped out in the blink of an eye. The other surface elves were either unwilling or unable to aid their beleaguered kin, something the ghost elves have never forgotten or forgiven.

Help eventually arrived—from an unexpected source. As the defenses of the last settlement were collapsing, an alien entity calling itself Thule appeared and offered to save the ghost elves in return for their service. Appalled at the slaughter of their people, the ghost elven leaders agreed without a second thought, signing the contract that Thule proffered.

They were foully tricked. Thule revealed himself as the Archduke Thulikazt, a pit fiend of almost godlike power, and took the ghost elves to his home in the Nine Hells of Baator. There he enslaved them, slowly destroying their spirits and their strong connection to the land. The ghost elves called upon their deities to save them, but to no avail—Thulikazt's bargain was binding. For hundreds of years, they toiled for the archfiend, and thousands were slaughtered in savage arena battles and pointless

by Kieran Turley · illustrated by Dave McClellan

ELVES
THE ETHEREAL

experiments for Thulikazt's pleasure. Ghost elven historians call this time "the Tempering."

Countless centuries passed and Thulikazt grew lax, allowing his slaves (whom he believed completely broken) to take up arms and join his forces in the Blood War. The ghost elves learned the arts of war and conquest from fiendish generals and hellish sorcerers. They became Thulikazt's elite bodyguard, drawing admiration and envy from other fiends. This would prove the archduke's ultimate undoing.

The ghost elves secretly contacted their master's enemies and offered to serve those lesser fiends in return for aid in destroying their hated master. Greedy for the service of Thulikazt's elite troops, the baatezu lords formed an alliance to lay siege to his citadel. The ghost elves used the battle as a distraction, killing Thulikazt and opening a *gate* to the Material Plane in the confusion. When the fortress finally fell, the fiendish generals found only Thulikazt's mutilated corpse and a note of thanks. The ghost elves had won their freedom.

Fearing fiendish retribution, the ghost elves searched for somewhere to hide. It was then that they noticed a startling change in themselves: By severing their connection to the earth, Thulikazt had accidentally gifted the ghost elves with a strange connection to the Ethereal Plane, granting the most powerful ghost elves the ability to slip between the material world and the Ethereal Plane. Upon coming to grips with their newfound powers, the ghost elves set about creating a *portal* to the Ethereal Plane, and one stone at a time, they transferred materials to the Ethereal Plane to build their new homes.

Today ghost elves live on the Ethereal Plane. Their cities are usually built deep in woodlands and all are at least partially underground. Due to their long captivity and the dangers their settlements attract, their society has a strong martial bent. A thousand years have not cooled the anger of the devils humiliated by "elven treachery," and even today they seek out and destroy ghost elves whenever they can. For their part, the ghost elves launch preemptive strikes against their enemies whenever possible, relying on their hidden cities for defense.

Personality: The ghost elves have been strongly affected by their history. Before the Tempering, they were a carefree people with a passion for life. Much of that has evaporated, replaced by a harsher outlook. The typical ghost elf now seems a stern creature with little passion. In truth, ghost elves are gentle and nurturing at heart, forced to extreme measures to survive. They are wary; earning their trust involves many subtle tests and trials. Never intentionally haughty, a trait they despise in their cousins, they maintain a distance that makes them seem cold.

Ghost elves are still passionate about their homes and people, and they defend these to the last, exacting terrible vengeance against those who wrong them. A serious, calculating mindset allows them to hold their own against their many enemies. Dwarves compare ghost elves to mithral: beautiful and delicate in appearance, but stronger than the hardest steel.

Physical Description: Ghost elves have the same range of height and weight as elves but are slightly frailer, a consequence of the destruction of their bond with the land. They reach adulthood at about age thirty and have a life span roughly a hundred years shorter than that of other elves, although they do not show their age until a few years before death.

Gray hair and pale skin are nearly universal, with the occasional throwback having jet-black hair. The eyes of ghost elves are their most striking feature; they are like twin mirrors lacking white, iris, and pupil. Their skin glows with a pale white light in the darkness. They are often mistaken for ghosts even by other elves, hence their name.

Ghost elven attire is usually light and flowing, colored gray, silver, or white. In battle, they favor light armor such as leather or *mithral shirts*. On the Material Plane they dress like ordinary elves in an effort to disguise themselves from distant observers.

Relations: Ghost elves deliberately limit their contact with half-orcs and halflings, whose intentions they do not trust.

FOR YOUR CAMPAIGN

You can introduce ghost elves into your campaign in a number of ways. The easiest option for is to allow a player to create a ghost elven character. You should sit down with the player before the session and work out together how much the rest of the party is likely to know about the character's background. It is entirely possible that the other characters will never discover why their elven companion refuses to break bread with his "own kind" and speaks Infernal like a native.

You can also use ghost elven NPCs to drive adventures that lead to the rediscovery of the forgotten subrace. Below are some suggested adventure seeds.

- The PCs find mention of a "lost race" of elves on an ancient stone tablet, which has a map to one of the old settlements that the ghost elves now use as a crossing-over point to the Material Plane. The elves do not welcome intruders, and the PCs will need all their negotiation skills to mollify them. Alternatively, the ghost elves may be under attack by devils, allowing the PCs to earn their trust by relieving their city from enemy assault.
- The PCs defeat a small warband of drow. After the battle, they discover plans to attack an elven settlement on the Ethereal Plane. The PCs travel there to warn the inhabitants—only to discover that the elves aren't quite what they expected.
- A noble wishes to extend his lands by clearing a nearby forest, which has a reputation for being haunted. The locals will not go near it after dark, so the PCs are hired to get rid of the "forest demons" interfering with the woodcutters' work. The Ethereal Plane overlaying the forest is the site of a ghost elven holding, and the elves pass into the Material from time to time to discourage settlement in the area.
- An ancient elven artifact thought lost for generations has reappeared in the hands of a mysterious person. The local elven lord wants to know who he is and why he possesses an artifact that he clearly has no right to own. The stranger is a ghost elf, sent to the Material Plane to recruit adventurers for an assault on a baatezu fortress. The artifact was given in safekeeping to the ghost elves millennia ago by an ancestor of the lord.

FOR YOUR CHARACTER

Ghost elves make an excellent choice for wizards or rogues. However, their poor health and resultant low hit points make them poor combat specialists. Clerics are rare among the ghost elves and usually worship Moradin or elemental deities, having a strong distaste for the elven pantheon. You should check whether your Dungeon Master wishes to allow ghost elves in his campaign, and whether they are available as player characters.

Gnomes are a mystery to the ghost elves—although the two races have a lot in common, the less-than-serious outlook of the little folk prompts the elves to keep them at arm's length. Humans and dwarves intrigue the ghost elves, who frequently spy on them from the Ethereal Plane and occasionally contact them in the guise of ordinary elves.

The few Material elves who know of their ethereal kin pity their plight, and the ghost elves hate them for it. They believe themselves betrayed by their cousins and snub those they happen to meet. Ghost elves treat half-elves as they do humans, giving them the benefit of the doubt. Half-ghost elves are so rare as to be practically unique, so there is no general opinion on them.

The only mortal race the ghost elves truly despise are the drow, whom they treat mercilessly. An individual ghost elf will go to extraordinary lengths to hurt any dark elf that crosses her path. Many drow raiding parties have been thwarted by elves who materialized from thin air—centuries in the service of fiends has forged the ghost elves into warriors of deadly cunning and ability.

Alignment: The trials of the ghost elves have shifted their generally good nature to one of neutrality. A ghost elf is willing to do whatever is necessary to survive. The handful of Material Plane dwellers who have conversed with ghost elves describe them as almost humorless in comparison to their cousins. Neutral is the most common alignment among ghost elves, with a minority tending to neutral good. Adventuring ghost elves can be of any alignment but are typically neutral or chaotic good.

Ghost Elven Lands: Ghost elves favor building their homes adjacent to ancient Material Plane forests, which often hold a secret *portal* to the Ethereal Plane. They treasure privacy above all and hide these entrances with powerful magic. The greatest challenge facing a would-be diplomat to the ghost elves is finding any evidence of their existence at all.

These forests gain reputations as being haunted, and neighboring peoples sometimes speak of "forest demons." Sylvan creatures are aware of the ghost elves' presence but rarely mention them. The elves have an ancient friendship with the woodland beings and are grateful for their silence.

Ghost elven cities are wondrous places, lit by silvery light and laid out without regard to gravity. They are often covered with imported vegetation that has grown into bizarre shapes under the unusual influence of the Ethereal Plane. Visitors must contend with streets that wind up, down, and from side to side. Domesticated phase spiders occasionally roam the cities but are more commonly found in ghost elven patrols. The typical settlement houses many more inhabitants than a Material Plane counterpart: Ghost elves band together for protection and are accustomed to close quarters after their long captivity. A typical community numbers about a thousand, and every adult member is able to bear arms in times of crisis. The elves produce food by cultivating plants from the Material Plane, and by foraging and occasionally hunting in material forests bordering their ethereal cities. Ghost elven kings keep in contact through messengers and magic, allying to help one another as the need arises.

Ghost elven cities have well-protected gateways to and from the Ethereal Plane that allow lower-level ghost elves access to the Material Plane, as only powerful ghost elves can cross the boundaries between the planes on their own. The stern ghost elves do not open such *portals* lightly, but they sometimes permit young ghost elves to sate wanderlust on the Material Plane rather than allow them to be exposed to the dangers of the Ethereal that often lurk outside the well-guarded ghost elven cities.

Ghost elves encountered in human lands are usually either outcasts or on some special mission. They take pains to hide their ancestry, using disguises and claiming to be from some obscure Material Plane tribe. If their tell-tale eyes are somehow hidden, most folk cannot tell the difference between normal elves and disguised ghost elves; even other elves can be fooled.

Religion: The ghost elves abandoned the elven pantheon during the Tempering. Those deities did nothing to aid them in their plight and so deserve

no worship. During their time in Baator, many ghost elves turned to the dwarven god Moradin in his aspect as the Soul Forger, converted by a small group of dwarven slaves also imprisoned by Thulikazt. These ghost elves see themselves as having been forged into a tool for some divine purpose as yet to be revealed. The elven gods' opinion of the ghost elves is unknown, and Moradin himself is strangely silent on the topic. Ghost elves do not build temples; instead, clerics hold small ceremonies within family homes. These events are attended by neighbors and help strengthen the community.

Language: Ghost elves speak an archaic dialect of Elven that is difficult to understand. The language borrows heavily from Infernal, particularly for words relating to battle and magic. Anyone who can speak both Infernal and Elven can pick up the ghost elven dialect after only a little practice. The war with the dark elves destroyed what few written records they had, so the refugees adopted the Infernal alphabet, which they use to this day.

Names: Ghost elves follow their own unique naming traditions, having abandoned their original clan names as divisive and contrary to the unity of their people. Every child is given a first name at birth, usually by his parents, and earns a surname, or "deed name," during the course of his life. The first name is usually Elven in origin, but sometimes a name honors a family friend of another race. The deed name describes some feat, occupation, or event and may change many times as greater deeds take precedence over previous ones. Deed names are taken very seriously, except in the case of children. A ghost elf's first adult deed name usually relates to his chosen profession.

For example, a ghost elf is affectionately called "Mudeater" as a clumsy child for his habit of falling on his face. He later apprentices to a hunter and is called "Truespear" for his skill with a thrown spear. Following a battle where he slew three baatezu warriors, "Truespear" becomes known as "Grimslayer."

Male First Names: Griminnir, Kidsanat, Mendicalt, Peldraco, Quilvarin, Rhilianis, Stiragoth, Tolduart, and Xelunixio.

Female First Names: Akasa, Cherigi, Druilia, Ilrith, Kisurinda, Linseeri, Mistil, Sulista, Theriel, and Tyrisiss.

Deed Names: Barkchewer (child's name), Beast-Tamer, Boltcatcher, Djinnfriend, Flamesinger, Flyslayer (child's name), Mistskulker, Steelbiter, Stonecutter, and Tunnelrunner.

Adventurers: Ghost elves rarely leave their ethereal homes and do not share the wanderlust that distinguishes material elves. Those who do adventure often have a long-term goal: to gain power, allies, or magic to aid their people. Such adventurers may spend centuries abroad. Some never return home, seduced by the enticements of the Material Plane. Some adventuring ghost elves are outcasts whose temperament does not fit the grim ghost elven society. These are frequently throwbacks to the time before the Tempering and have more in common with their Material kin than their own kind.

Ghost Elf Racial Traits

•+2 Dexterity, -4 Constitution, +2 Intelligence: The ghost elves' time away from the Material Plane has weakened them physically. However, they have learned to adapt rapidly to any situation.

• Medium: As Medium creatures, ghost elves have no special bonuses or penalties due to their size.

• Ghost elf base land speed is 30 feet.

• Immunity to magic sleep effects.

• Low-Light Vision: A ghost elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

• Weapon Proficiency: Ghost elves receive the Martial Weapon Proficiency feats for the short sword and scimitar as bonus feats, weapons suited to the fighting styles of fiendish gladiatorial arenas. They do not share their cousins' proficiency with bows: Such weapons are useless in the obscuring mists of the Ethereal Plane. Ghost elven children's games feature practice weapons, ensuring familiarity with the real thing in adulthood.

• A ghost elf glows with the brightness of a candle in the dark (5-foot radius of light). She can suppress this aura at will as a free action but must make a DC 10 Concentration check as a free action each round to maintain the suppression.

• +2 racial bonus on Listen, Search, and Spot checks. A ghost elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

• Ghost elves have Knowledge (the planes) as a racial class skill.

• *Ethereal Power* (Sp): A ghost elf can invoke her connection to the Ethereal Plane once per day in one of several ways depending on her level. A ghost elf can choose to use the ability available to her at her current level or the ability available at any lower level, but once a ghost elf uses an ethereal power she cannot use another one until the following day. Caster level is equal to the ghost elf's character level.

Level	Ethereal Power
1st	*Slip Binding:* The ghost elf gains a +10 enhancement bonus to Escape Artist checks for 1 minute per level. At 5th level, this bonus increases to +20, and at 9th level, it increases to +30.
4th	*See Invisibility:* As the *see invisibility* spell.
6th	*Blink:* As the *blink* spell.
14th	*Ethereal Jaunt:* As the *ethereal jaunt* spell.
18th	*Ethereal Shift:* The ghost elf may shift herself and objects she carries to or from the Ethereal Plane and remain on the destination plane until this ability is used again or other magic transports the character to a different plane.

• Automatic Languages: Ghost Elven and Infernal. Bonus languages: Common, Dwarven, Elven, Sylvan, and Terran. Ghost Elven is a blending of Infernal with an archaic form of Elven. A creature that knows both languages can understand Ghost Elven, but a creature that knows only one of the languages must succeed at a DC 15 Sense Motive check to understand a creature speaking Ghost Elven. Reading Ghost Elven writing without knowledge of Ghost Elven or both Infernal and Elven requires Decipher Script checks.

• Favored Class: Wizard. Many ghost elves specialize in conjuration and transmutation, taking advantage of their control over planar travel and knowledge of extraplanar entities. They spent years mastering these magical arts in the pits of Baator as tools for their escape.

• Level Adjustment: +1. Ghost elves are more powerful and gain levels more slowly than most other elves.

JOHNSON

Dragon Psychoses

Draconian Delusions and Dementia

by Steven Palmer Peterson · illustrated by Scott Johnson

Raw elemental power courses through the blood of dragons. The embodiment of such energies places a strain on the mind, and when a mind of such incredible power cracks under the onslaught, the madness that results can be terrible indeed.

The psychoses described here arise from the interaction of magic with the power of a draconic brain. Each of these disorders is presented as a template. In addition to the usual template information, each includes a brief description of the disorder, how a dragon might contract it, one or more methods for curing the illness, and an adventure hook or two. Sidebars provide information for DMs who want to use the disorders in their campaigns and characters who come into contact with the afflicted dragons. Although contracting the psychosis and curing it might happen off-screen, suggestions for playing out those events are provided for DMs who want them.

DMs who find these templates useful could also expand their creature type restrictions and apply them to creatures other than dragons. Before doing so, however, be sure to check the Challenge Rating adjustment for the desired template and see whether it needs alteration for your purpose.

Dameless

Those who practice magic know that names are among the most powerful of words. A dragon afflicted with this mental disorder intentionally expunges all references to its name as a form of self-protection. It also withdraws from the use of other words of power, eventually losing its spellcasting ability altogether.

Contracting the Disorder

Dragons feel fear too. Like aged assassins, they are powerful and dangerous, but their renown makes them targets for those who seek fame and fortune. When a dragon's fear grows too great, this psychosis sets in. In the early stages of the disorder, the dragon begins to remove evidence of its existence from the world. It seeks out and destroys books containing information about it, and it might hunt down and kill those with whom it has interacted in

Psychosis Severity

Each template presented in this article details the most advanced form of the psychosis. To represent earlier stages of the illness or less severe afflictions, simply halve the numerical benefits and penalties where applicable.

Diagnosing the Illness

The description of each disorder includes a For Your Character sidebar that describes some in-character methods of guessing whether a dragon suffers from a particular affliction. In addition to these methods, a character can attempt a DC 25 Sense Motive check to determine whether the dragon suffers from a disorder, followed by a DC 30 Knowledge (arcana) check to determine the nature of the disorder.

NAMELESS DRAGONS FOR YOUR CAMPAIGN

A nameless dragon hunts by night to avoid detection. If it discovers that an item with which it has a close personal connection (that is, one that could be used to scry on it) has been stolen in its absence, it tracks down the item and kills those who took it or had extensive contact with it.

Roleplaying Notes: Nameless dragons speak little, since talking can allow information to slip out. It might also lack distinctive mannerisms and come across as having a "flat" personality.

NAMELESS DRAGONS FOR YOUR CHARACTER

Young nameless dragons can be very difficult to identify. They use no magic, and few have had the chance to build up any kind of reputation. If a dragon prefers stealth, seems nervous, and lacks the usual arrogance of a dragon, there's a good chance that it's nameless. If you encounter an older dragon and haven't heard of it before, it might well be a nameless dragon—especially if it uses no magic.

Tactics: Don't be too inquisitive about a nameless dragon; it's likely to hunt down and kill anyone who seems curious about it. However, you can often use a nameless dragon's fear against it. For example, you might convince it to attack your enemy by arranging for one of its personal possessions to fall into that person's hands.

the past. It refuses to speak its own name, even in the privacy of its lair, until it eventually forgets its name altogether.

Creating a Nameless Dragon

"Nameless" is an acquired template that can be added to any true dragon (referred to hereafter as the base creature) of adult age or older. A nameless dragon uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A nameless dragon loses the base creature's spellcasting ability and all its spell-like abilities. It retains all other special qualities of the base creature and also gains those described below.

Absence (Su): The nameless dragon functions as though it were constantly under the effect of a *nondetection* spell cast by a 20th-level spellcaster.

Immunity to Mind-Affecting Effects (Ex): A nameless dragon is immune to all mind-affecting effects.

Inviolate Name (Su): Although a nameless dragon has forgotten its name, it automatically knows whenever that name is spoken aloud within a 100-mile radius. It knows the direction and distance to the location where the name was spoken and if that location is on another plane. The awareness of the location where a creature spoke its name fades after 1 day.

Magic Disconnection (Ex): The same disconnection from magic that robbed the nameless dragon of its spellcasting and spell-like abilities also increases the base creature's spell resistance by 5. If the base creature did not have spell resistance, the disconnection grants it spell resistance 15.

Vanished History (Ex): Anyone attempting a bardic knowledge, Gather Information, or Knowledge check involving a nameless dragon must succeed at a DC equal to 10 plus the nameless dragon's spell resistance.

Skills: A nameless dragon takes a -10 penalty on all Intelligence-based skill checks due to loss of memory. It also gains a +10 racial bonus on Hide and Move Silently checks because of its devotion to staying out of other creatures' notice. Otherwise, a nameless dragon's skills are the same as those of the base creature.

Challenge Rating: Same as base creature -1 per 5 levels of spellcaster lost through the application of this template; or same as base creature +1 if the base creature has no caster level.

CURING THE AFFLICTION

The trick to curing the nameless psychosis is to convince the dragon that it wants its name back. Accomplishing this goal requires reason, trickery, or some combination thereof.

The Preliminaries

It's sometimes possible to convince a nameless dragon that lacking a name causes more difficulties than it solves. With a successful Diplomacy check, the PCs can show the dragon that it's living only a shell of a life, devoid of emotion and hope. Alternatively, a character can make a Bluff check to convince the dragon that it needs a name to gain something of great value to it—a mate, a special treasure, or some other tangible or intangible reward that the DM deems suitable.

The Cure

Once the dragon wants its name back, the PCs must be prepared to supply one. If they do not already know that dragon's name, they can either attempt to find it out, or try to give the dragon an entirely new identity of their own choosing. The advantage to the latter technique is that the heroes can construct an identity for the dragon that is amenable to their purposes, thereby providing themselves with a powerful ally.

Discovering or constructing a plausible identity for the dragon requires perusing historical texts and gathering pieces of evidence, some of which might require tampering to be applicable. They must find one piece of important information (such as an old book, scroll, witness, or piece of art) per age category of the dragon. If desired, the DM can build entire adventures around locating and obtaining this evidence. After collecting each piece of key information, the PCs must conduct research to find or construct additional data that supports it. A successful Knowledge (history), bardic knowledge, or Forgery check (DC equals the dragon's spell resistance) means the background information is suitable; failure means the evidence is not properly supported, and the dragon will be able to detect the "hole" in the logic pertaining to it.

Once all the required packages of evidence have been collected, the adventurers must present them to the dragon and "prove" their story. If the identity presented is false, the PCs need a successful Bluff check to convince the dragon of their story. If the identity is in fact the dragon's true identity, the character presenting it must make a successful Diplomacy check opposed by the dragon's

Diplomacy check instead, with a +5 circumstance bonus. In either case, each required piece of evidence that is missing or not properly supported imposes a -3 penalty on the PC's check, and each extra piece of supported information grants a +1 circumstance bonus.

Adventure Hooks

The following adventure hooks can be used to introduce the characters to a nameless dragon.

I Didn't Mean to Say It: An NPC of the characters' acquaintance found a rare book with the dragon's name written inside and accidentally read it aloud. Now she needs the adventurers to help defend her from the crazed, stealthy, and persistent dragon's attacks. A less-than-scrupulous NPC might share the name of the dragon with the characters and ensure that they too speak it aloud if they need to be convinced to offer their aid.

A Reptilian Assassin: There are times when having no name can come in handy. A nameless dragon makes an excellent assassin, since it favors stealth and its lack of a past tends to sever its connection with its emotions. A nameless dragon—even a nameless metallic dragon—might assassinate other dragons, or even powerful members of other races, at the behest of anyone with the means to pay.

Ravening

Dragons do two things well: hoard and consume. Both come naturally to them, but hoarding seldom develops into a disorder. Occasionally, however, a dragon's appetite grows too large. The hunger of a dragon suffering from the ravening disorder knows no bounds. Its attempts to sate that endless hunger cause it to go on frequent rampages in which it eats every living thing in its path. During such a rampage, the dragon can use its powers and breath weapon more often than usual because of the excess fuel its body has stored.

Contracting the Disorder

Mere strength of appetite doesn't provoke this disorder; both hunger and excessive use of energy are required. When a dragon burns off a recent meal via combat and destruction, the intoxicating feeling of energy coursing unhindered through its body causes it to eat more, which in turn leads it to destroy more. Most dragons manage to restrain themselves at this point, but a few continue the cycle unabated. If a dragon fights almost constantly for a week or more, using its powers and breath weapon extensively and stopping only to replenish its reserves through eating, it must make a successful Wisdom check (DC 10 +2 per week of conflict) or succumb to this affliction.

Creating a Ravening Dragon

"Ravening" is an acquired template that can be added to any true dragon (referred to hereafter as the base creature). A ravening dragon uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A ravening dragon retains all the special attacks of the base creature and gains those described below.

Unnatural Power (Su): A ravening dragon may use its breath weapon on 3 consecutive rounds, then it must wait the usual 1d4 rounds before using it for another 3 consecutive rounds. The save DC against its breath weapon increases by +2.

Wild Power (Su): The elemental power fueling a ravening dragon rages out of control. The excess leaks out through the creature's pores, causing destruction wherever it passes. Treat this effect like the damaging effect of a *fire shield* spell; that is, any creature striking the dragon with a natural weapon or a handheld weapon deals normal damage but also takes 1d6 points of damage +1 per caster level of the dragon (maximum +15). The damage type is the same as the energy type of the dragon's damaging breath weapon. Use the dragon's caster level as the spell level. If it lacks a specified caster level, it does not have this ability. Weapons with reach do not endanger their users in this way.

Special Qualities: A ravening dragon retains all the special qualities of the base creature and gains the eat or die special quality described below.

Eat or Die (Ex): A ravening dragon must consume an enormous quantity of food—much more than a typical dragon needs. Each day, a ravening dragon must eat an amount of creatures of a body mass equal to its own or take 1 point of Constitution drain, as the elemental powers fueling its body destroy it from within. Assign each creature the dragon consumes a food point value according to its size category, as follows: Diminutive or Fine 0, Tiny 1/16, Small 1/4, Medium 1, Large 4, Huge 16, Gargantuan

Ravening Dragons for Your Campaign

A dragon consumed by this disorder doesn't usually last long. Given the rate at which it must consume food, it must hunt almost constantly, and it cannot afford to be picky about its prey. Eventually, it either starves to death or threatens someone capable of slaying it.

Roleplaying Notes: A ravening dragon alternates between mindless rage fueled by hunger and barely controlled addiction. A ravening dragon that is under control is invariably suspicious. It distrusts others and watches constantly to ensure that its food supply stays safe.

Ravening Dragons for Your Character

The trick to distinguishing a ravening dragon from a merely hungry one is to see whether it hunts without pause, or just eats and returns to its lair. While fighting a dragon that you suspect may have this disorder, keep track of how often it uses its breath weapon and try to determine whether or not its elemental shield effect stems from a spell.

Tactics: With its potent physical abilities, frequent use of breath weapons, and vicious, damage-producing aura, a ravening dragon is such a powerful enemy that fighting it in melee is tantamount to suicide. Thus, finding an alternate method is always preferable.

You can often lure a ravening dragon to a location of your choosing (for example, an enemy fortress) with food. Alternatively, you can deplete the available food supply in the area and wait for the dragon's energy to kill it from within.

RIDDLED DRAGONS FOR YOUR CAMPAIGN

In the advanced stages of its illness, a riddled dragon rearranges its surroundings. If it lives underground, it might dig an increasingly elaborate maze. A mountain-dwelling riddled dragon, on the other hand, could create patterns similar to modern crop circles, or even large-scale artworks that would be visible only from high in the air (such as the giant animal drawings in Nazca, Peru). Patterns such as these are simply riddles writ large.

The PCs can answer the "riddle" of a crop circle by adding new patterns to it, or by expanding on it to change the meaning hidden in its geometry. Either of these options requires a successful DC 25 Decipher Script check to carry out correctly. Answering riddles of this nature might be part of the process required to cure the afflicted dragon (see Curing the Affliction).

Roleplaying Notes: A riddled dragon talks in a stream-of-consciousness manner. It might move quickly between topics and suddenly go off on obscure tangents, as if it were constantly making intuitive leaps.

RIDDLED DRAGONS FOR YOUR CHARACTER

Riddles and puzzles fascinate many dragons, so determining whether one is actually riddled can be difficult. A riddled dragon's lair often contains numerous riddles or puzzles that don't serve alternate functions the way wards or locks would. A dragon that goes out of its way to present riddles or puzzles to creatures in the surrounding territory is probably riddled.

Tactics: Prior to accosting a dragon you suspect is riddled, make sure you have some puzzles and riddles ready. Opening your negotiations with a riddle has the twin benefits of testing the dragon's condition and giving you the chance to make a deal with it. Even the most evil dragons suffering from this disorder can become allies if you can manage to keep them entertained. At worst, having riddles prepared gives you the time to organize your resources for fighting or fleeing, as appropriate.

64, Colossal 256. If the dragon has not consumed food points equal to the value indicated for its size by the end of the day, it suffers the Constitution drain. If it has suffered from the ravening disorder for some time, assume that it has lost 1d6-1 points of Constitution already from occasional missed meals.

When well fed, a ravening dragon might seek out new hunting grounds or attempt to secure an area it already controls. The creature can exercise patience and cunning during such times, just like a normal dragon. However, if it has gone for a day without eating enough, it loses control and goes directly after any prey capable of sustaining it. Up to twice per day, a ravening dragon out of control can attempt a Wisdom check (DC 10 + 2 per day without sufficient food). Success allows it to regain control for 1 hour; failure leaves it in a frenzied state. While out of control, the dragon must make a successful Concentration check (DC 15 + spell level) each time it tries to cast a spell or lose the spell. Once it has eaten enough food for the days it missed meals, it regains its composure.

Abilities: Change from the base creature as follows: Str +4, Wis -4 (minimum score 1). The excess energy coursing through the ravening dragon's body grants it great physical prowess but robs it of self-control.

Challenge Rating: Same as the base creature +1, -1 per 4 points of Constitution lost due to lack of food.

CURING THE AFFLICTION

A ravening dragon is never satiated, regardless of how much food it consumes. Feeding it more than it requires simply increases its fuel reserves; it does not stop it from feeling hungry. To rid the dragon of its disease, PCs must starve it.

The Preliminaries

The first step in this process is finding the dragon. Ravening dragons seek large sources of food, such as a herd of cattle, but being cunning creatures they rarely return to the same feeding ground and range far from their lairs. Next, the PCs must subdue and trap the dragon, allowing the dragon's need for food to do its deadly work.

The Cure

Once the dragon has less than 10 points of Constitution, a *remove disease* spell must be cast on it. It must then be restored to its full Constitution in the same day, usually through a *restoration* spell.

ADVENTURE HOOKS

The ravening template can be used in a variety of ways.

Save the Dragon: After months of acting as an ally to the king during a war, a good-aligned dragon has begun to rampage across the countryside of the enemy despite the end of the war and a signed treaty. The dragon's actions threaten to restart the war.

The Rampage: A hero engaged a resting evil dragon in a running conflict, taxing its resources in such a way that the dragon eventually succumbed to the affliction. Now the dragon has killed the hero and emerged from its lair to feed.

RIDDLED

Solitude, power, and a brain born for magic can cause many dragons to become contemplative. Such dragons turn to puzzles during long periods of rest to stimulate their mental faculties. Sometimes, however, the puzzles become an obsession.

CONTRACTING THE DISORDER

Easy to misdiagnose, this psychosis begins with fascination. The dragon puzzles over a few particularly knotty problems or works on expanding its language repertoire. As it explores the conundrums that its thoughts inevitably produce, it collects a few questions that it cannot answer. These unsolved queries accumulate, eventually creating a magical structure in the dragon's psyche that takes the form of a super-riddle.

Creating a Riddled Dragon

"Riddled" is an acquired template that can be added to any true dragon (referred to hereafter as the base creature).

A riddled dragon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the lawful subtype, losing the chaotic subtype in the process, if applicable.

Special Qualities: A riddled dragon retains all the special qualities of the base creature and gains those described below.

Analytic Mind (Su): Although the dragon still casts spells as a sorcerer, it uses Intelligence rather than Charisma to determine its bonus spells and the save DCs for all its spells. However, some of its magical power is absorbed into the riddle-complex in its brain, so it loses one spell slot of each level.

Fascinated by Riddles (Ex): By succeeding at an opposed Knowledge (type the dragon has ranks in) check, an opponent can temporarily fascinate a riddled dragon. The dragon becomes lost in thought and fascinated for 1d10 rounds. A potential or obvious threat breaks the fascination automatically.

Maze Vulnerability (Ex): The dragon's fascination with puzzles makes it more susceptible than normal to *maze* spells. A riddled dragon must succeed at three DC 20 Intelligence checks to escape.

Saves: A riddled dragon gains a +4 bonus on saving throws against mind-affecting spells and effects.

Abilities: Change from the base creature as follows: Int +6, Wis -4. A riddled dragon's mental acuity increases because of the time it spends solving puzzles, but it becomes more vulnerable to distractions.

Alignment: Always lawful (any).

Challenge Rating: Same as the base creature.

CURING THE AFFLICTION

The only way to cure a riddled dragon is to unravel the riddle-complex in its brain. PCs can achieve this goal by solving the puzzles it offers. The process, however, is not without risk, since the riddle-complex has replaced the normal structure of the dragon's psyche.

The Preliminaries

Starting the process is relatively safe because the dragon enjoys listening to others solve the puzzles it puts forth. As the complex of puzzles unravels, however, the dragon becomes unstable because the very core of its psyche is breaking down.

The Cure

The complex of puzzles in a riddled dragon's mind is huge, but PCs can effect a cure by solving only a few conundrums. Each such riddle or puzzle represents the key concept needed to solve a much larger group of puzzles housed in the dragon's mind.

To cure the dragon, the players must solve one riddle per 3 of the dragon's HD in a single day. To solve a riddle, a PC must succeed at an opposed Knowledge check of the dragon's choice. If the DM wants to use real riddles, she should have a large number of riddles and puzzles compiled before the curing attempt begins. Plenty of sample puzzles are available from books or online sites; feel free to adapt those or use them for inspiration.

Each time the adventurers solve a riddle and succeed at the check, there's a chance equal to 5% plus 5% per previous successful solution that the dragon goes berserk due to psychic breakdown. A berserk dragon attacks everyone in sight, but it continues to present puzzles while doing so. The next solution calms the dragon, although a successful check in conjunction with that solution could set it off again.

When the PCs solve the final riddle, the dragon must immediately make a Will save (DC 10 + 4 per solution). Success means the dragon is cured; failure collapses its psyche completely, reducing its Intelligence score to 1 and changing its alignment to neutral. Not even a *wish* or *miracle* spell can restore the dragon's former Intelligence or alignment.

ADVENTURE HOOKS

Riddled dragons make for excellent roleplaying encounters, although they can be dangerous opponents as well. Such a dragon can also provide the justification for a puzzle-oriented adventure.

The Riddler's Lair: A riddled dragon has rigged its lair with a series of complex traps, mazes, riddles, and other sorts of puzzles to trap the unwary. Only a truly perceptive party can get through safely.

You Can't Catch Me: A riddled dragon outside its lair can function like the crazy villain in a comic book or detective story. For example, it might telegraph its crimes in the form of codes or set elaborate deathtraps for pursuers. Such incidents can also be used to foreshadow a future showdown with the dragon. Since the heroes do not need to face the dragon directly to defeat it, the DM can craft a series of adventures in which the heroes solve the riddles, fight a few monsters, and hone their problem-solving skills for their eventual confrontation with the riddled dragon.

SPELLHOARDING

Every true dragon has both a natural tendency to hoard and an innate connection to magic. In a scant few, these two driving forces combine, engendering a belief that the transient materials of this world—even magic items—make for a poor hoard, and that only arcane knowledge is worth collecting. Such dragons seek out and hoard spells and other bits of arcane lore rather than treasure. After all, spells are formulae, and in some philosophies such formulae exist in a timeless space, just waiting to be discovered by the arcane practitioner. Knowledge itself is eternal, and arcane lore represents knowledge in its highest form. A dragon afflicted with this disorder sacrifices its ordinary treasure hoard for knowledge of new spells and arcane practices.

Such a fascination with arcane knowledge works a physical change on the dragon, turning it into a kind of living spellbook. Each spell it knows appears as a rune or sigil on one of its scales. These magically altered scales constitute its "spell hoard."

SPELLHOARDING DRAGONS FOR YOUR CAMPAIGN

A spellhoarding dragon is more social than other dragons and travels more frequently. Its constant quest for knowledge drives it out of its lair—in fact, there's no reason for it to stay there when its hoard can travel with it.

A spellhoarding dragon often uses a *polymorph self* spell to travel in humanoid guise and interact with other races. It spends much of its time in cities, even going so far as to join wizards' guilds or ally itself with powerful spellcasters or regents. It may even accompany PCs on an expedition, using them to gain access to a rare spellbook. When presented with potential access to forbidden knowledge, the spellhoarding dragon's curiosity can easily lead it into danger.

Spellhoarding dragons love unusual and rare spells above all else, and this fact makes them excellent vehicles for introducing new spells into a campaign. A spellhoarding dragon loathes giving up its secret knowledge, however, and it always exacts a high price for any information it shares.

Roleplaying Notes: Spellhoarding dragons enjoy interacting with others. Good-aligned ones use diplomacy to gain arcane knowledge, and evil-aligned ones often use subterfuge.

SPELLHOARDING DRAGONS FOR YOUR CHARACTER

A spellhoarding dragon in its true form can be identified by the runes and arcane sigils inscribed on its scales. In humanoid form, they often take the guise of a wizard or sorcerer. To determine whether a "wizard" might actually be a spellhoarding dragon, try to negotiate for a spell exchange—extreme difficulty in getting the wizard to part with arcane knowledge is a good indication that she might really be a spellhoarding dragon. Any dragon reputed to live peacefully among humanoid races is also likely to have this disorder.

Tactics: Spellhoarding dragons can make powerful allies, as long as you know what they want. They love rare spells—even impractical ones—above all else. This zeal for collecting spells makes them great trading partners, although their miserliness makes it difficult to strike a good deal. Expect a standard trade to involve you giving up a spell at least one level higher than the dragon does. Anyone willing to accept such terms can make a firm and frequent trading partner of a spellhoarding dragon.

CONTRACTING THE DISORDER

The disorder known as spellhoarding can afflict any dragon that can cast spells and has an Intelligence score at least 3 points higher than the average for its species, but high intelligence alone isn't enough; the dragon must also have a taste for magical knowledge to be susceptible to spellhoarding.

Creating a Spellhoarding Dragon

"Spellhoarding" is a template that can be added to any true dragon with an Intelligence score at least 3 points higher than the average for its kind and age category, a caster level of 1st or higher, and the maximum ranks possible in Knowledge (arcana) (referred to hereafter as the base creature).

A spellhoarding dragon uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A spellhoarding dragon retains all the special attacks of the base creature and gains those described below.

Cast from Spell Hoard (Sp): In times of need, the dragon may cast spells directly from its spell hoard, in much the same way as an ordinary spellcaster can cast from a scroll. The number of spells per day that the dragon may cast in this fashion is equal to its caster level plus its Intelligence modifier. Such a spell functions as if the dragon had cast it normally (that is, it is cast at the dragon's caster level, and any benefits the dragon would ordinarily gain from feats or items apply). A spell cast in this way is erased from the dragon's spell hoard, just as a scroll spell is erased on casting. However, the dragon may later replace that spell by scribing a new version to its hoard.

Special Qualities: A spellhoarding dragon retains all the special qualities of the base creature and gains those described below.

Wizard Casting: A spellhoarding dragon prepares and casts spells as a wizard, not as a sorcerer. Use its Intelligence score rather than its Charisma to determine saving throw DCs, bonus spells, and the level of spells available for casting. Spellhoarding dragons do not use spellbooks; they memorize spells from their spell hoards.

Spell Hoard (Su): Any spell the dragon learns takes physical form on its body as a rune or arcane symbol scribed upon one of its scales. The dragon may prepare spells from those in its spell hoard just as a wizard prepares spells from her spellbook. To add a spell to its spell hoard, the dragon must complete a process similar to how a wizard scribes spells into a spellbook.

Spell Hoard Burning (Su): As a free action, a spellhoarding dragon may trade in a spell from its spell hoard to supply the XP and gp costs for a particularly costly spell. Each spell level burnt for this purpose generates the equivalent of either 20 XP or 100 gp. The dragon loses the spell it has burnt from its spell hoard, although it can replace it by scribing another copy. All XP and gp equivalents acquired in this manner remain available until used as components for spellcasting or spellcatching (see below). They cannot be expended for any other purpose.

Spellcatching (Su): Spellcatching is an improved form of counterspelling. It functions like normal counterspelling, except that the dragon may use any spell of the same level or higher as the countered spell so long as it either comes from the same school or has a descriptor in common with the spell to be countered. For example, any 3rd-level or higher spell with the fire descriptor or from the evocation school can be used to spellcatch a *fireball*. The dragon must also expend a gem worth at least 100 gp per level of the spell, or burn spells from its spellhoard to generate the same gp value. If the spellcatching attempt succeeds, the dragon counters the spell and immediately adds it to its spellhoard.

Abilities: Change from the base creature as follows: Int +2, Wis -4 (minimum score 1). A spellhoarding dragon's single-minded fascination with collecting arcane lore diminishes

its perception, but its focus provides it with uncommon insight.

Skills: Due to its extensive library of spells, the dragon gains a +5 racial bonus on Spellcraft checks. Otherwise, a spellhoarding dragon's skills are the same as those of the base creature.

Feats: A spellhoarding dragon gains Eschew Materials and Scribe Scroll as bonus feats.

Challenge Rating: Same as the base creature.

Treasure: Half coins; double goods (gems only); half items (scrolls and spellbooks only, but see below).

Spellhoarding dragons make a practice of trading the contents of their regular hoards for additional magical knowledge. They do, however, keep some standard currency—typically in the form of gems—for purchasing arcane knowledge. The dragon's scales contain a wealth of arcane spells.

Upon a spellhoarding dragon's death, each spell in its spellhoard has a 20% chance of survival. Those that fail simply vaporize. Each spell that survives occupies one 1-pound dragon scale and operates like an arcane scroll.

Curing the Affliction

Unlike most other dragon psychoses, spellhoarding doesn't impose significant penalties on the dragon. Still, the creature's single-minded focus on arcane knowledge often leads it to take foolish chances and sacrifice the safety of a permanent lair for the sake of gaining spells. Good dragons might fall to temptation if offered the chance to acquire secret lore, which gives evil creatures the perfect means to manipulate them.

The Preliminaries

To begin the cure, the characters must wean the dragon off of its reliance on magic. The best way to achieve this goal is by immersing it in an *antimagic field* or a dead magic zone for at least one day per year it has suffered from the disorder. The dragon will fight against such treatment with all its power and wiles, even if it has consented to cooperate with the cure.

The Cure

Making the dragon less psychologically dependent on magic is only the first step. Because the dragon's spellhoard is a constant reminder of the power and promise of arcane knowledge, it must be destroyed utterly. Disjunction spells, such as *Mordenkainen's disjunction,* can clear out the dragon's spellhoard (the dragon makes a Will save for each spell in the spellhoard), although other methods might work as well.

Once the spellhoard is gone, the dragon must attempt a DC 15 Wisdom check. Success means it's cured; failure means the disorder is simply incurable at the time. Should the dragon's Wisdom ever increase, another attempt to cure it of the disorder can be made.

Adventure Hooks

Spellhoarding provides an excuse for increasing the amount of interaction the PCs have with a dragon.

The Neighborhood Wizard: A spellhoarding dragon lives in the heroes' home city, either openly or otherwise, and receives adventurers just as a wizard would. It might oppose the heroes at times and ally with them at other times. Such a tactic works for both good and evil dragons, since a spellhoarder's desire for knowledge often overwhelms the dictates of its alignment.

Get Me That Book: A spellhoarding dragon could hire the heroes to recover a lost tome. Alternatively, it might compete with them in their search for a rare book or some piece of forbidden knowledge.

I Want That Spell: The queen needs a particular spell to cure her husband, so she hires an adventuring party to seek out a dragon that has knowledge of it. The characters must not only negotiate for that spell, but also find another rare spell to trade for it.

Wandering

For a typical dragon, long periods of sleeping are interspersed with brief periods of frenzied activity. Occasionally, however, the energy driving the dragon during a waking period persists, causing it to be consumed with a restless need to wander the world. It no longer sleeps, and this lack of rest submerges it even deeper into its psychosis.

Contracting the Disorder

The wandering disorder occurs almost

WANDERING DRAGONS FOR YOUR CAMPAIGN

A wandering dragon has no lair. Its need to move constantly means that it frequently visits different parts of the world that feature its favored terrain type. Although the dragon's hoarding instinct remains intact, its lack of a permanent lair forces it to stash its hoard in small caches along its route of travel.

The wandering psychosis changes the way PCs encounter the dragon. Normally, heroes can prepare for an encounter with a dragon, but a wandering dragon often starts in the air and might come upon the characters quite suddenly. The fact that it can make full use of its mobility also tends to increase the lethality of encounters with it.

Roleplaying Notes: Like a person who has been awake for 24 hours or longer, a wandering dragon feels detached from the world. It sees and hears but neither notices nor listens. Its short-term memory deteriorates, causing it to ask the same questions over and over and make odd mental connections.

WANDERING DRAGONS FOR YOUR CHARACTER

To determine whether a dragon encountered while traveling is a wanderer, just follow it for a while. If it spends more than a week traveling, then it probably suffers from the disorder. Spontaneous illusions cascading from it are another key symptom of its malady, and you may encounter those before you ever actually see the dragon.

Tactics: When dealing with a wandering dragon, you cannot trust any of your senses. *True seeing* is incredibly valuable in such a case. If you or one or your allies can craft illusions, you might be able to manipulate the dragon by adding to the illusions that surround it. Since the illusions that the dragon produces reflect its own demented mind, subtle adjustments to them can alter the dragon's subconscious awareness. Characters in search of treasure could also follow the dragon on its journey, seeking out the hoard caches it leaves behind.

randomly—a dragon simply wakes up and discovers that it cannot go back to sleep. The chance of such an event occurring is vanishingly small—about 1 in 10,000. If it awakened because of some dangerous event, its chance of acquiring the wandering psychosis increases to 5%. In either case, the dragon may attempt a DC 10 Wisdom check to resist.

Creating a Wandering Dragon

"Wandering" is an acquired template that can be added to any true dragon (referred to hereafter as the base creature). A wandering dragon uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A wandering dragon retains all the special qualities of the base creature and gains those described below.

Burned Magic (Ex): Halve the number of spells of each level that the wandering dragon can cast per day, rounding down. This unused magical potential fuels its spontaneous illusions (see below).

Restless Energy (Su): As a free action, a wandering dragon can produce a *haste* effect, as the spell, upon itself. This ability is usable three times per day, and the effect lasts for 1 round per caster level of the dragon. If the dragon does not have a specified caster level for its spells, it gains no benefit from this ability.

Spontaneous Illusions (Su): A dragon suffering from the wandering psychosis sublimates the energy it would normally use to dream, channeling it into magical power and constantly surrounding itself with spontaneous, ever-changing illusions. This effect is a spread, centered on the dragon, with a radius in feet equal to its HD times 10. All attacks—including the dragon's—made into or within the area of the illusions suffer a 20% miss chance. Because the illusions generate both visual and audible effects, the miss chance also applies to creatures that use sonic-based blindsight or blindsense. In addition, any creature in the area making a Dexterity-, Strength-, or Constitution-based skill check suffers a -4 penalty.

Abilities: Change from the base creature as follows: Dex +6, Con -4 (minimum score 1). The dragon reacts more quickly than normal because of its increased anxiety, but lack of sleep reduces its hardiness.

Skills: A wandering dragon takes a -10 racial penalty on all Listen, Search, and Spot checks. Otherwise, a wandering dragon's skills are the same as those of the base creature.

Challenge Rating: Same as the base creature.

Treasure: None or half standard.

Curing the Affliction

After at least three months of wandering, the dragon's mind completely submerges in a kind of waking dream that is partially fueled by its spontaneous illusions. In this dream existence, the dragon's subconscious takes over and converts its formerly aimless wandering into a symbolic quest. The goal of such a quest should relate to the dragon's alignment and type and also reflect something buried deeply in its psyche.

The Preliminaries

Though no preliminary treatment is necessary to cure a wandering dragon, forcing it to stop for a time can be helpful in determining its exact goal.

> In the dream existence, the dragon's subconscious takes over and converts its formerly aimless wandering into a symbolic quest.

The Cure

The PCs can cure the dragon by helping it find what it seeks. Once the PCs discover the dragon's true goal, they can take whatever steps are needed to help it achieve that end. When it does so, its subconscious mind is satisfied and it falls asleep. The cure is completed after the dragon sleeps for two weeks without interruption.

Adventure Hooks

A typical dragon stakes out a territory and stays there. The wandering psychosis provides a justification for encountering a dragon in the air and on the move.

What's Mine Is Yours: A wandering dragon takes something of value to a town, person, or organization and caches the object along its regular route of travel. The adventurers must track the dragon, find the right stash, and recover the missing item.

A New Neighbor: A wandering dragon lands in a city or castle and makes a temporary lair. The dragon's spontaneous illusions plague the local region, creating an area in which the adventurers cannot trust their own senses.

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Elder SERPENTS OF SET

Servants of the Lord of Evil

by Thomas M. Costa · illustrated by Karl Kerschl

Sseth the Great Snake was once the Faerûnian god of poison and serpents of all sorts, from typical vipers to yuan-ti to nagas. He was known across the Realms by different names, since he changed names and aliases as often as his serpent followers shed their skins. In the western Realms, from the Serpent Hills to the Shining Plains to the Serpents' Holding, Sseth was often known as Varae and venerated by a snake cult. In the south, from the Jungles of Chult to the Black Jungles to the Forest of Amtar, he was known as Squamata the Black, as Amphisbaena the World Serpent, and also by his true name—Sseth the Sibilant Death. In all of these places, he built followings, usually led by ancient snakes of great cunning known as elder serpents.

Unfortunately for the Great Snake, the Mulhorandi god known as Set had laid claim to the same deific portfolio that Sseth controlled. In the wake of the Time of Troubles, Set watched as the barriers separating the gods of Faerûn and Mulhorand weakened. Spying Sseth in his somnolence, he saw a weak power and decided to seize the opportunity to spread his own following outside of Mulhorand's lands. In 1359 DR, the Year of the Serpent, Set attacked and bound Sseth in his sibilant slumber, then took the Grand Snakemaster's mantle for his own.

Regardless of his guise, Set blesses those creatures that best typify his portfolio—snakes, serpents, and other reptiles, as well as predators of the desert, creatures of the night, and beings who deal in hate, malice, poison, and death. Many of his servants are unaware of whom they serve, but others know all too well and embrace the ruthless destruction that is Set.

This article offers a template that DMs can use to create servants and followers of Set, followed by an organization dedicated to advancing the Lord of Evil's goals. Full statistics and histories for three of this group's most influential members are included. Finally, a handful of new spells particularly useful to elder serpents and other followers of Set are presented.

FOLLOWERS OF SET TEMPLATE

The following template is useful for creating Set's most prized minions in the Realms.

Elder Serpent

Set is said to bless long-lived snakes with exceptional wisdom. These cunning elder serpents can speak humanoid tongues (although with a sibilant accent) and have learned the value of stealth and the power of intimidation in dealing with humanoids. They show no fear of open flames and have developed an almost humanlike fancy for glittering treasures and magic devices. Some even take class levels, becoming druids, clerics, or sorcerers. Yet despite the dangers these creatures pose, their sagacity and unique insights often lead humanoids to consult with them about important matters.

Sample Elder Serpent

The following example elder serpent uses a Huge viper as the base creature.

An elder serpent nearly always begins a battle with its mesmerizing sway ability.

Elder Serpent Huge Viper
Huge Magical Beast (Augmented Animal)
Hit Dice: 8d10+16 (60 hp)
Initiative: +7
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
AC: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple: +8/+20
Attack: Bite +11 melee (1d6+6 plus virulent poison)
Full Attack: Bite +11 melee (1d6+6 plus virulent poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: *Command serpents* 4/day, *mesmerizing sway*, virulent poison
Special Qualities: Blindsense 70 ft., scent, speak with serpents
Saves: Fort +8, Ref +9, Will +7
Abilities: Str 18, Dex 17, Con 15, Int 13, Wis 21, Cha 11
Skills: Balance +11, Bluff +4, Climb +12, Hide +4, Intimidate +4, Listen +18, Search +5, Sense Motive +9, Spot +18, Swim +12
Feats: Improved Initiative, Run, Weapon Focus (bite)
Environment: Temperate hills (Serpent Hills)
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: +2 (cohort)

Combat

An elder serpent viper nearly always begins a battle with its *mesmerizing sway* ability. Once opponents are under its influence, it resorts to melee attacks, trying to bite several opponents in succession to spread its virulent poison among as many targets as it can. An intelligent combatant, this creature does not hesitate to flee a fight that goes poorly, waiting for its poison to take full effect before returning to resume the battle.

The Will save DCs against the elder serpent Huge viper's *mesmerizing sway* and *command serpents* powers are each 14. The DCs are Charisma-based. The Fortitude save DC against its virulent poison is 18, and the poison's initial and secondary damage ratings are each 1d6 Str and 1d6 Con. This DC is Constitution-based.

Creating an Elder Serpent

"Elder serpent" is an acquired template that can be added to any snakelike animal or magical beast (referred to hereafter as the "base creature"), as long as the average Intelligence for its kind is no greater than 5.

An elder serpent uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's type changes to magical beast (augmented animal) if it was not already a magical beast. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Add 2 Hit Dice to the base creature's total and increase all racial Hit Dice to d10s.

Armor Class: The base creature's natural armor bonus improves by +1.

Base Attack: The base creature's racial base attack bonus changes to equal its racial HD (as a fighter). The elder serpent's base attack bonus for any class levels it has or gains remains unchanged.

Special Attacks: An elder serpent retains all the base creature's special attacks and also gains those below.

Command Serpents (Sp): An elder serpent can use *command* (as the spell, DC 11 + elder serpent's Charisma modifier) against other serpents with fewer Hit Dice than itself at a caster level equal to its racial Hit Dice. This ability is usable once per day for every 2 racial Hit Dice the elder serpent possesses.

Mesmerizing Sway (Su): An elder serpent can paralyze other creatures as a standard action by swaying slowly and steadily while staring at them. Every creature within 30 feet of the serpent that can see it swaying must make a successful Will save (DC 10 + one-half elder serpent's racial HD + elder serpent's Charisma modifier) to avoid the effect. Failure means the creature is paralyzed for as long as the elder serpent concentrates and for 1d6 rounds thereafter. Mesmerizing sway is a mind-affecting effect.

Virulent Poison (Ex): If the base creature has a poison attack, the DC for its Fortitude save increases by +2. Both the initial and the secondary damage for the base creature's poison deal an extra 1d6 points of Strength damage.

Special Qualities: An elder serpent retains all the base creature's special qualities and also gains those described below.

Blindsense (Ex): The sensitivity of an elder serpent's pit organs and tongue grants it blindsense with a range based on its size, as given on the table below. If the elder serpent already has blindsense, it uses the new range or the old, whichever is better.

Elder Serpent Size Range	
Fine	10 ft.
Diminutive	20 ft.
Tiny	30 ft.
Small	40 ft.
Medium	50 ft.
Large	60 ft.
Huge	70 ft.
Gargantuan	80 ft.
Colossal	90 ft.

Speak with Serpents (Su): An elder serpent can communicate with other snakelike creatures as though using a common language. This communication is limited by the Intelligence scores of the conversing creatures.

Base Saves: Adding Hit Dice increases the creature's base saves. Advance the saves according the magical beast type. Advancing the creature after the template is applied advances the base saves as if the creature were a magical beast.

Abilities: An elder serpent's

Intelligence score increases to 2d6+6. Increase its other ability scores as follows: Str +2, Dex +2, Con +2, Wis +2d4+4, Cha +2d4+4.

Languages: An elder serpent can speak Common and Draconic, plus a number of languages equal to its new Intelligence modifier.

Skills: Elder serpents are experts in many areas, particularly scholarly fields of knowledge. An elder serpent keeps the class skills of the base creature. If the base creature has less than ten class skills, the elder serpent may choose additional class skills to bring the total to ten.

An elder serpent gains additional skill points based on its new Intelligence score for the 2 extra Hit Dice granted by the template and for any class Hit Dice it gains thereafter, but not retroactively for the base creature's Hit Dice. It has a +4 racial bonus on Bluff, Intimidate, Listen, Search, Sense Motive, and Spot checks.

Feats: The 2 extra Hit Dice granted by the template might increase the number of feats available to the elder serpent.

Environment: Any (usually same as the base creature).

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Usually neutral evil.

Advancement: Same as the base creature or by character class.

Level Adjustment: Same as the base creature +3.

THE ORDER OF THE GRAND SNAKEMASTER

The Lord of Evil was not satisfied with simply seizing and subverting Sseth's worship, as Sseth had done to lesser serpent gods before him. No, Set had far greater ambitions, and the increased range of his influence gave him the means to begin realizing them.

Sseth's chaotic schemes for power had always failed, but Set was more meticulous. He began to bring order to the serpent folk of the Realms, first by enlightening the elder serpents of Sseth and then by empowering more of his own. By 1368 DR, most elder serpents had accepted Set's ascendance, and many had actively begun recruiting other serpents to his service, believing that only snakes could know the true glory of Set and the nature of his plans. The slyest and most prominent followers of Set joined to form the Order of the Grand Snakemaster, a secretive cabal dedicated to the spread of Set's faith and the realization of his plans for betrayal, murder, and destruction. By working through these intelligent snakes, Set has—at least thus far—avoided the attention of other gods.

Size and Resources

This elite order is relatively small, numbering only sixty-seven members. Its membership consists entirely of intelligent snakes, most of whom are elder serpents of Set. They have spread themselves across Faerûn, traveling and communicating through whatever magical and mundane means are at their disposal—including the extensive *portal* network of the Winding Serpent (see James Wyatt's *Perilous Gateways* Web article at Wizards of the Coast's website. The order's members have access to powerful magic and significant resources through the service of others, including the former clergy of Sseth, the faithful of Set, and their numerous thralls. The cabal has a 25,000-gp limit on purchases and funding for hirelings.

Alignment and Leadership

Traditionally, the largest of the elder serpents becomes the Grand Snakemaster, and legend has it that he or she gains immortality upon ascendance to this position. Rumor holds that the skin that a Grand Snakemaster discards upon shedding possesses healing powers and confers great wisdom upon anyone who eats it. But since no humanoid has ever seen the Grand Snakemaster, the truth of these rumors remains in question.

Cabal members act relatively independently and secretly. Despite the wide dispersion of its members, however, the order has a fairly rigid hierarchy, which is administered by the current Grand Snakemaster—Ssisthlerine, the Forked Tongue of Varae (female Huge elder serpent viper Clr10, NE). Its members, while generally neutral in outlook, have been brought ever closer to a philosophy of which the Lord of Evil approves. Nevertheless, while Ssisthlerine might give direction to the cabal, each member is allowed much latitude in setting up a cell of servants and followers. As long as Ssisthlerine agrees that the goals of a particular cell further the Lord of Evil's ends, she allows it to exist unhindered.

The leaders of the order typically advance Set's agenda from the background, never revealing their true status to creatures outside the order. In the Serpent Hills, for example, rumors correctly place an enormous dark naga named Ebarnaje on the throne of the Kingdom of Snakes. Few such tales, however, name the chief vizier of Ebarnaje (and several of her predecessors) as Ssisthlerine, elder serpent and high cleric of Varae. Likewise, in the Serpents' Holding, the elder serpent Ashassae works to subvert the nagas of the nearby Nagawater, providing them with valuable but corrupt counsel. And in the Plains of Purple Dust, Vasrass, one of the church of Set's most capable assassins, sends ever more clerics of Horus-Re and Osiris to their deaths.

Ssisthlerine, the Forked Tongue of Varae

Ssisthlerine does not remember a time

ORDER OF THE GRAND SNAKEMASTER

Order of the Grand Snakemaster (Minor): AL NE; 25,000 gp resource limit; Membership 67; Integrated (elder serpents 66, snake familiar 1).

Authority Figure: Ssisthlerine, female elder serpent Huge spitting viper Clr10, NE.

Important Characters: Circelice, female elder serpent Huge viper Clr5, NE; Ashassae, female elder serpent giant constrictor Exp12, NE; Hasszol, male elder serpent Large viper Exp6, NE; Eesabo, female elder serpent Huge viper Exp 3, NE; Zasszauw, male elder serpent giant constrictor Exp4, NE; Quesserann, male awakened Tiny viper Wiz4, LE; Vasrasss, male elder serpent Large viper Rog2/Asn5, NE.

Others: Integrated; Clr2 (2), Clr1 (20), Exp1 (11), Sor2, Sor1 (10), Adp2, Adp1 (5), Rog2, Rog1 (4), Brd2, Brd1 (3).

FOR YOUR CHARACTER

Elder serpents don't make good player characters, since they lack the limbs (and therefore the weapon-using ability) that most PCs prize. However, a good-aligned elder serpent could make a good cohort for a party or serve as a valuable advisor. In addition, although most of the spells presented here are geared toward evil followers of Set, a few, such as *dispel wards*, might be of use to other casters in the party, or even a rogue (via a scroll and the Use Magic Device skill).

FOR YOUR CAMPAIGN

The Order of the Grand Snakemaster can be introduced into a campaign with very little effort. Furthermore, elder serpents need not be dedicated to Set, or to any deity if such ties do not fit with the campaign. Any of the spells can likewise be converted into arcane spells or made available by other deities, as desired.

prior to the dawn of her awareness, a time before the awesome black light of Varae called her to lead the Kingdom of Snakes to her god. The ruling dark nagas of the kingdom (known as the nagara) were at first skeptical of Ssisthlerine, but her wisdom and power won them over, and she quickly rose to the position of vizier. Over the next several decades, as Ssisthlerine outlived one ruler after another, she came to understand the heart of the Kingdom of Snakes in a way that no other could. She also founded the Order of the Grand Snakemaster to ensure that her deity's plans could come to fruition. And today, even though it is Ebarnaje who rules the Kingdom of Snakes, it is Ssisthlerine's faith that rules its soul.

Ssisthlerine: Female elder serpent advanced Huge viper Cleric 10; CR 12; Huge magical beast; HD 11d10+22 plus 10d8+20; hp 147; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +18; Grp +30; Atk +22 melee (1d6+6 plus virulent poison, bite); Full Atk +22 melee (1d6+6 plus virulent poison, bite); Space/Reach 15 ft./10 ft.; SA *command serpents*, mesmerizing sway, rebuke undead (3/day), virulent poison; SQ blindsense 70 ft., low-light vision, scent, speak with serpents; AL NE; SV Fort +15, Ref +13, Will +16; Str 18, Dex 17, Con 15, Int 13, Wis 24, Cha 11.

Skills and Feats: Balance +11, Bluff +9, Climb +12, Concentration +12, Diplomacy +4, Hide +4, Intimidate +11, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +17, Search +5, Sense Motive +16, Spellcraft +13, Spot +17, Swim +12; Combat Casting, Combat Reflexes, Craft Wand, Empower Spell, Improved Initiative, Run, Spit Venom*, Weapon Focus (bite).

*New feat. See below for details.

***Command Serpents* (Sp):** Ssisthlerine can use *command* (as the spell, DC 11) against other serpents with fewer Hit Dice than herself. This ability is usable 5 times per day.

Mesmerizing Sway (Su): Ssisthlerine can paralyze other creatures by swaying slowly and steadily while staring at them. Every creature within 30 feet of her that can see her swaying must make a successful DC 15 Will save to avoid the effect. Failure means the creature is paralyzed for as long as Ssisthlerine concentrates and for 1d6 rounds thereafter. Mesmerizing sway is a mind-affecting effect.

Virulent Poison (Ex): Injury; bite; Fortitude DC 19; initial and secondary damage 1d6 Str + 1d6 Con.

Speak with Serpents (Su): Ssisthlerine can communicate with other snakelike creatures as though using a common language. This communication is limited by the Intelligence scores of the conversing creatures.

Languages: Common, Draconic, Yuan-Ti.

Cleric Spells Prepared (6/7/7/6/5/4; save DC 17 + spell level): 0—*cure minor wounds, detect magic, mending, read magic, resistance, virtue;* 1st—*bane, cure light wounds, divine favor, endure energy, magic fang*, magic weapon, sanctuary;* 2nd—*animal messenger, bear's endurance, bull's strength, cure moderate wounds, desecrate, hold person, scare*;* 3rd—*bestow curse*, blindness/deafness, create food and water, cure serious wounds, dispel magic, prayer;* 4th—*cure critical wounds, divination, fear*, freedom of movement, poison;* 5th—*animal growth** (serpents and reptilians), *commune, greater command, slay living, true seeing.*

*Domain spell. Deity: Varae (Set). Domains: Hatred (+2 profane bonus on attacks, saves, and AC for 1 minute against one opponent, 1/day), Scalykind (command or rebuke reptiles 3/day).

Possessions: *Ring of protection +3, wand of unholy blight* (caster level 8th; 10 charges), *wand of greater magic fang* (caster level 8th; 10 charges), 2 *potions of barkskin* (+3), silver holy symbol of Varae (Set).

Ashassae

Ashassae is firmly dedicated to the faith of Set, whom she saw drive her previous deity into the darkness. She lives in the Serpents' Holding, where she breeds and trains the spitting vipers and other snakes that live on the plains. Although a constrictor herself, Ashassae has an affinity for her poisonous kin, and she always surrounds herself with them.

Ashassae answers directly to Ssisthlerine, using her *ring of teleportation* to report to her mistress and to travel across the Realms doing her lord's will. Ashassae also serves as an advisor to the water and guardian nagas of nearby Nagawater. In fact, she is the proverbial "snake in the grass," working patiently to corrupt the nagas and turn them to the worship of Set.

Ashassae: Female elder serpent giant constrictor Expert 12; CR 13; Huge magical beast (augmented animal); HD 13d10+26 plus 12d6+24; hp 163; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20, touch 12, flat-footed 16; Base Atk +22; Grp +39; Atk +29 melee (1d8+13, bite); Full Atk +29 melee (1d8+13, bite); Space/Reach 15 ft./10 ft.; SA *command serpents*, constrict 1d8+13, improved grab, mesmerizing sway; SQ blindsense 70 ft., low-light vision, scent, speak with serpents; AL NE; SV Fort +14, Ref +16, Will +18; Str 28, Dex 19, Con 15, Int 14, Wis 22, Cha 12.

Skills and Feats: Balance +12, Bluff +15, Climb +19, Decipher Script +13, Diplomacy +5, Gather Information +12, Handle Animal +12, Hide +8, Intimidate +13, Knowledge (arcana) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge

(religion) +13, Listen +16, Ride +6, Search +8, Sense Motive +16, Spot +16, Swim +17, Use Magic Device +12; Skill Focus (Decipher Script), Skill Focus (Gather Information), Skill Focus (Handle Animal), Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [geography]), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [nature]), Skill Focus (Knowledge [religion]), Skill Focus (Use Magic Device).

***Command Serpents* (Sp):** Ashassae can use *command* (as the spell, DC 12) against other serpents with fewer Hit Dice than herself. This ability is usable 6 times per day.

Constrict (Ex): On a successful grapple check, Ashassae deals 1d8+13 points of bludgeoning damage to a grappled opponent.

Improved Grab (Ex): If Ashassae hits with her bite attack, she can attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict.

Mesmerizing Sway (Su): Ashassae can paralyze other creatures by swaying slowly and steadily while staring at them. Every creature within 30 feet of her that can see her swaying must make a successful DC 17 Will save to avoid the effect. Failure means the creature is paralyzed for as long as Ashassae concentrates and for 1d6 rounds thereafter. Mesmerizing sway is a mind-affecting effect.

Speak with Serpents (Su): Ashassae can communicate with other snakelike creatures as though using a common language. This communication is limited by the Intelligence scores of the conversing creatures.

Languages: Chondathan, Common, Draconic, Shaaran.

Possessions: *Ring of teleportation* (as *helm of teleportation*), *wand of magic missile* (caster level 1st; 5 charges), *band of armor +3* (treat as bracers), *Quaal's feather token* (whip), hourglass.

Vasrass

Vasrass is a treasured servant of Set. Unlike most of his elder serpent kin, he is neither a cleric nor an expert, but an assassin. Vasrass is perhaps the cruelest member of the cabal, as well as one of the most powerful. He delights in the slaughter of mammals (especially humans who lack the decency to fear him) and hires himself out to anyone who will allow him to experience this pleasure.

For hundreds of years, Vasrass crawled among the mammals that dominate the surface world, slaying and devouring them with impunity. Then by chance some fifty years ago, Vasrass encountered a human who offered to venerate him and bring him great power. Agreeing to become the object of the mammal's adoration, Vasrass entered the church of Set and eventually the Order of the Grand Snakemaster. There he learned to kill with greater efficiency in service to his new lord.

> He delights in the slaughter of mammals (especially humans who lack the decency to fear him) . . .

Countless mammals serve Vasrass, all of which know to fear his venomous fangs. Ssisthlerine keeps a close eye on him, primarily to ensure that the assassin carries out the wishes of the Lord of Evil before pursuing his own interests.

Vasrass: Male elder serpent Large viper Rogue 2/Assassin 5; CR 11; Large magical beast (augmented animal); HD 5d10+5 plus 2d6+2 plus 5d6+5; hp 63; Init +8; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 13, flat-footed 18; Base Atk +9; Grap +14; Atk +13 melee (1d4+1 plus virulent poison, bite); Full Atk +13 melee (1d4+1 plus virulent poison, bite); Space/Reach 10 ft./5 ft.; SA *command serpents*, death attack, mesmerizing sway, sneak attack +3d6, virulent poison; SQ +2 save against poison, blindsense 60 ft., evasion, improved uncanny dodge, low-light vision, poison use, scent, speak with serpents, trapfinding, uncanny dodge; AL NE; SV Fort +6, Ref +15, Will +9; Str 12, Dex 19, Con 13, Int 15, Wis 21, Cha 11.

Skills and Feats: Balance +15, Bluff +9, Climb +12, Disguise +6, Hide +18, Intimidate +14, Listen +16, Move Silently +19, Search +6, Sense Motive +17, Spot +17, Swim +9; Combat Reflexes, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (bite).

***Command Serpents* (Sp):** Vasrass can use *command* (as the spell, DC 11) against other serpents with fewer Hit Dice than himself. This ability is usable twice per day.

Death Attack (Ex): With a successful sneak attack after 3 rounds of study, Vasrass can choose to paralyze his opponent for 1d6 rounds or slay it outright. A successful DC 17 Fortitude save makes the attack a normal sneak attack.

Mesmerizing Sway (Su): Vasrass can paralyze other creatures by swaying slowly and steadily while staring at them. Every creature within 30 feet of him that can see him swaying must make a successful DC 12 Will save to avoid the effect. Failure means the creature is paralyzed for as long as Vasrass concentrates and for 1d6 rounds thereafter. Mesmerizing sway is a mind-affecting effect.

Virulent Poison (Ex): Injury; bite; Fortitude DC 15; initial and secondary damage 1d6 Str + 1d6 Con.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Vasrass takes no damage with a successful saving throw.

Improved Uncanny Dodge (Ex): Vasrass can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues below 11th level the ability to use flank attacks to sneak attack him. The exception to this defense is that a rogue of 11th level or higher can flank Vasrass.

Poison Use (Ex): Vasrass never risks accidentally poisoning himself, regardless of the venom used.

Speak with Serpents (Su): Vasrass can communicate with other snakelike creatures as though using a common language. This communication is limited by the Intelligence scores of the conversing creatures.

Uncanny Dodge (Ex): Vasrass retains his Dexterity bonus (if any) to AC regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Languages: Common, Draconic, Mulhorandi, Shaaran.

Assassin Spells Known (4/3; save DC 12 + spell level): 1st—*disguise self, ghost sound, obscuring mist, sleep;* 2nd—*darkness, pass without trace, spider climb.*

Possessions: *Amulet of mighty fists +1, band of armor +1* (as bracers), *air elemental gem.*

Membership and Demographics

The order's secretive and elitist nature limits its membership to those snakes that have heard the call of Set. Some 37% are clerics of their foul lord, and their leader is the wicked Ssisthlerine of Najara, the Kingdom of Snakes. Her second-in-command is Circelice (female elder serpent Huge viper Clr5, NE) who spends much of her time wandering through Imaskari ruins across Raurin, the Dust Desert. From these positions of power, they ensure that the order adheres to the will of Set. Other clerics within the cabal include two 2nd-level clerics and twenty 1st-level clerics. A small portion (10%) of the order consists of faithful adepts, including one 2nd-level adept and five 1st-level adepts.

Another 20% of the cabal's members are experts, who have a proclivity for taking in the knowledge of the ages, both mundane and magical. Of these, few can compete with the sagacity of Ashassae (female elder serpent giant constrictor Exp12, NE) of the Serpents' Holding, north of the Lake of Steam. The other sages of note in the cabal are Hasszol (male elder serpent Large viper Exp6, NE) from Hlondeth, Eesabo (female elder serpent Huge viper Exp3, NE) from Zhentil Keep, and Zasszauw (male elder serpent giant constrictor Exp4, NE) from the Forest of Amtar, who is dedicated not so much to Set as to the tenets of his wicked faith. Eleven 1st-level experts make up the remainder of this segment of the membership.

Arcane spellcasters make up 18% of the cabal. Chief among these is Quesserann (male awakened Tiny viper Wiz4, LE), a former animal companion whose abusive and powerful master underestimated the independence of his traitorous servant. Quesserann has two traits that Set finds particularly endearing: a wicked sense of ambition and a keen understanding of betrayal. As the smallest member of the cabal and the only one who is not an elder serpent, Quesserann feels the need to prove himself and is constantly looking for opportunities to do so. His ambition has not escaped Ssisthlerine, who monitors her chief wizard carefully. For his part, Quesserann is well aware that Ssisthlerine has thralls with greater spellcasting ability in her service, and that any overly ambitious scheme could easily be his last. One 2nd-level sorcerer and ten 1st-level sorcerers are also members of the order.

Members must also swear to maintain secrecy about the cabal . . . even when among serpent people . . .

When it requires extra subtlety coupled with some well-placed poison, the order can call upon its rogue and bard members, chief among whom is Vasrass (male elder serpent Large viper Rog2/Asn5). The cabal also has access to the forked tongues and fangs of one 2nd-level rogue, four 1st-level rogues, one 2nd-level bard, and three 1st-level bards.

Joining the Order of the Grand Snakemaster

Joining the order is difficult. Membership is by invitation only, and invitations are usually extended only after Ssisthlerine receives one of her Set-given visions. Each new member must not only take an oath of faith to Set in whatever alias he has chosen to reveal himself, but also understand that this guise and all his others are aspects of the one true god of serpents. Members must also swear to maintain secrecy about the cabal and its plans, even when among serpent people, such as the yuan-ti and naga, or the faithful of Sseth or Varae. They believe themselves anointed and chosen by the Lord of Evil to carry out his great plans of conquest.

In the Campaign

The Order of the Grand Snakemaster is a tool that the Dungeon Master can use to gather the various snake worshipers and snakelike creatures of the Realms into a more regulated whole. Their use of *portals* allows the cabal's members to subtly or overtly influence PCs in just about any portion of the Realms. The order also allows the DM to create complex power plays within power plays, as its members try to manipulate other powerful serpent beings, such as nagas and yuan-ti, into battling the characters on their behalf while they orchestrate an endless wave of attacks from behind the scenes.

SET'S SPELLS

Elder serpents with levels in spellcasting classes have access to many spells unique to the faithful of Set. Clerics must be worshipers of Set to prepare the spells detailed below, but characters of other classes to which a given spell is available need not be affiliated with any particular deity to use it.

Dispel Ward

Abjuration
Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One warded object or area
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell functions like *dispel magic,* except that it can be used only in the targeted or area version, and it affects only abjuration magic placed upon objects or areas (such *arcane lock, explosive runes, fire trap, glyph of warding,* and *guards and wards*). The maximum bonus on the level check is +5.

Incarnation of Set

Transmutation
Level: Clr 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like *alter self* and enables you to assume the form of any nonunique animal or vermin (size Tiny to Huge, inclusive) that is sacred to Set. Sacred creatures include normal, giant, and dire varieties of bears (black and brown), boars, crocodiles, donkeys, hippopotami, hyenas (treat dire hyenas as dire wolves), jackals (treat as dogs), saluki (treat as riding dogs with the Run feat instead of Alertness), snakes (constrictors and vipers), and monstrous scorpions. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. With the DM's permission, other variations of these animal and vermin kinds (such as legendary bears and winged vipers), or even new species can also be options. You also gain the new form's type in place of your own.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all the new form's extraordinary special attacks (including a poisonous bite or sting, if applicable), but not its extraordinary special qualities (such as blindsense, fast healing, or regeneration) or any of the new form's supernatural or spell-like abilities.

Upon changing, you regain hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

Note: Some clergy of Set (such as clerics who worship him under the guise of Varae or Sseth and know him only as a snake god) are unaware that this spell allows the caster to assume any shape other than various species of snakes.

Sarcophagus of Stone

Conjuration (Creation) [Earth]
Level: Clr 6
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 Medium or smaller creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: No

This spell creates an airtight stone coffin that forms around the target. The stone is 1 inch thick per four caster levels and has a hardness of 8. Decreasing its size does not change the thickness of the walls; the coffin is always just large enough to hold the target. This coffin is sealed upon formation and completely impervious to air and gas. Any creature trapped within the *sarcophagus of stone* has no access to fresh air and must hold her breath or begin to suffocate (see Suffocation on page 304 of the *Dungeon Master's Guide*). A creature that has no need to breathe (such as constructs, elementals, or undead) needs not fear suffocation, but it remains trapped within the sarcophagus until it breaks free or is freed.

A creature within the coffin can attack the stone with a natural weapon or light melee weapon that it was wielding before being targeted. Once trapped within the sarcophagus, a creature cannot draw a weapon or retrieve an item. A creature can also attempt a DC 26 Strength check to break free of the stone.

Allies may attempt to free the imprisoned creature by destroying the coffin from without. Doing so risks harming the trapped creature, however. Apply any damage dealt to the sarcophagus first. Any damage dealt beyond what is necessary to break the coffin is applied to the creature within.

Material Component: A fragment of a sarcophagus.

> Any creature trapped within the sarcophagus of stone has no access to fresh air . . .

NEW FEATS

Followers of Set frequently have venomous bites, and many take this feat to make their venom an even more effective weapon.

Spit Venom [General]

The venomous creature can spit its venom at creatures from a distance.

Prerequisites: Bite attack that delivers poison.

Benefit: A creature with this feat can shoot poisonous spittle at a single target as a standard action. The range of the attack depends on the creature's size, as given on the table below. The spittle has no range increment.

Spitting Viper Size	Range
Fine	5 ft.
Diminutive	10 ft.
Tiny	15 ft.
Small	20 ft.
Medium	25 ft.
Large	30 ft.
Huge	35 ft.
Gargantuan	40 ft.
Colossal	45 ft.

The target must make a successful Reflex saving throw (DC equals that of the creature's poison) or be blinded for 2d6 hours. The normal effects of the creature's poison (such as ability damage) do not apply when it is used in this manner. A helmet (included in medium and heavy armors) or other face protection, such as a mask, grants the target a +2 circumstance bonus on its Reflex save.

In the Realms

Spitting vipers are most prevalent in the southern area, particularly in the Land of the Lions, the Serpents' Holding, the Eastern Shaar, Mulhorand, and Murghôm.

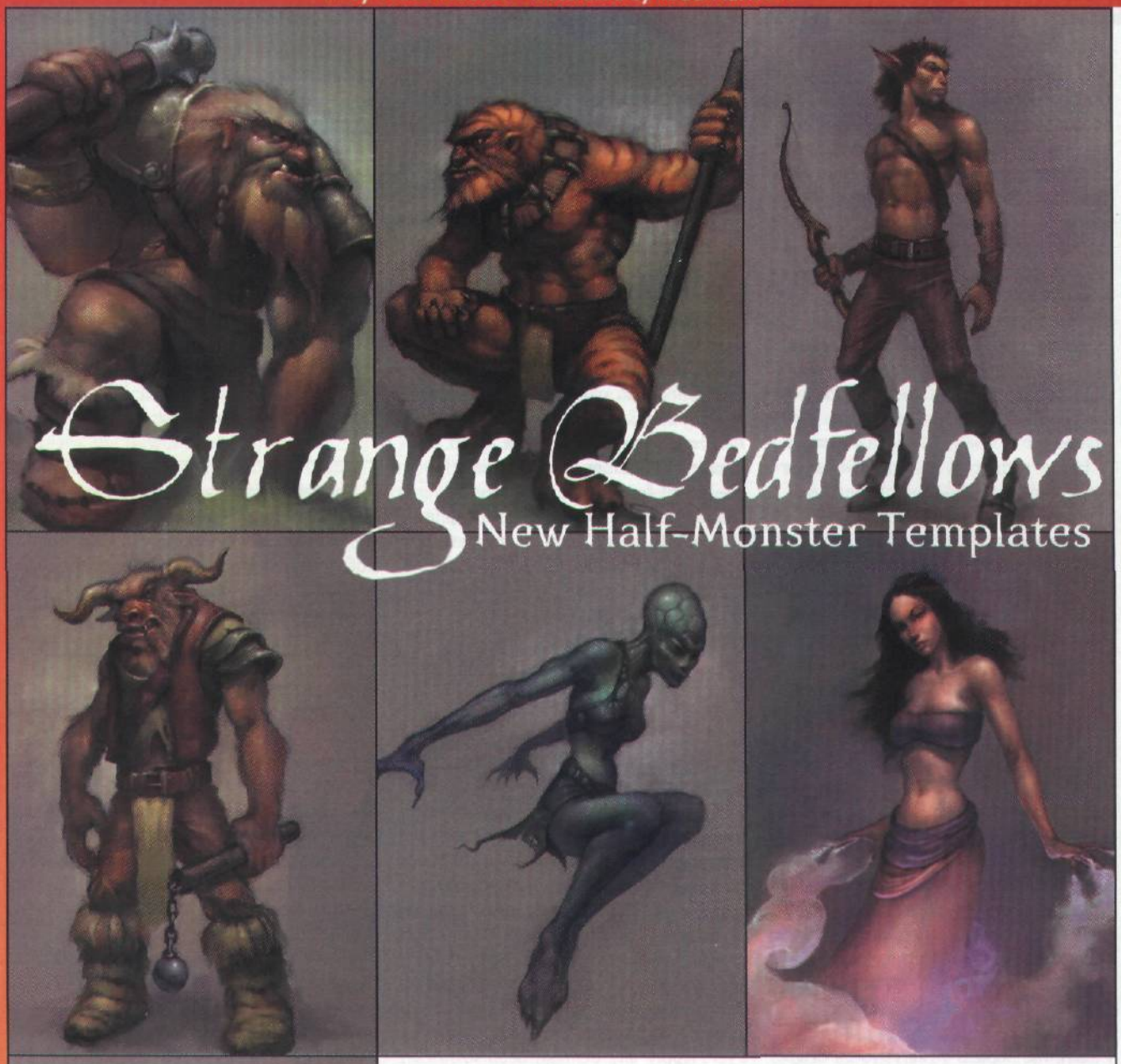
Strong Coils [General]

The venomous creature can constrict for more damage.

Prerequisites: Constrict attack.

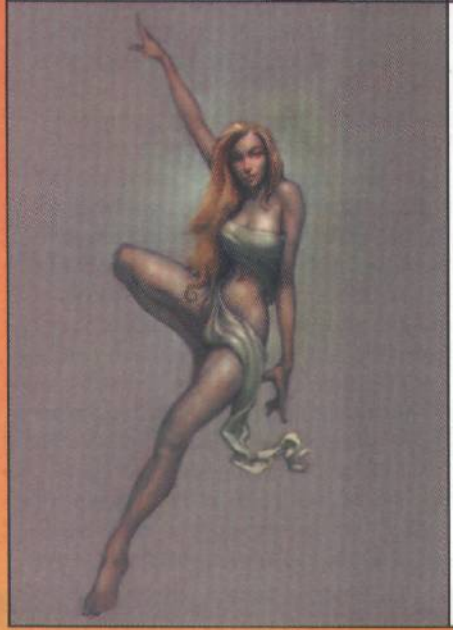
Benefit: When a creature takes this feat the damage for its constrict attack increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 4d8, 8d6, 8d8. D

›› by Wade Nudson · illustrated by Todd Harris ‹‹



Strange Bedfellows

New Half-Monster Templates



›› Shapechanging and shape-altering creatures stalk the lands. Doppelgangers, fey, and outsiders, both malicious and benign, wander the world in disguise. With their abilities to alter their forms and assume various humanoid shapes, they are free to mingle with humanoid societies undetected. Some of these creatures have evil intent, while others deceive simply to amuse themselves. These forays into other cultures can result in offspring, creatures that bear many of the traits of both parents. At other times magic, violence, or desire bring different kinds of creatures together to create new beings. Presented here are templates for creating such creatures.

HALF-DOPPELGANGERS

Perhaps the most numerous of the half-bloods described here, half-doppelgangers blend into and come to terms with their adoptive societies the easiest. Doppelgangers move in and out of cities, villages, or barbaric tribes with ease, and to help ensure and maintain their secret identities, they often engage in romances with the natives. It is not unusual for a single doppelganger, either deep undercover or simply fed up with its own scheming culture, to get lost among humanoids, losing its identity and permanently becoming a member of the township or clan with which it merged.

Offspring from a doppelganger and humanoid almost always remain within the humanoid society; doppelganger clans find the half-blood's abilities too limited to be of any use. The half-doppelganger is indistinguishable from others of its humanoid parentage until it reaches maturity. Indeed, an accidental change is often the half-doppelganger's first indication that something is amiss with its heritage.

Since the half-doppelganger's normal shape is that of its humanoid parent, it is easily able to blend in with humanoid societies. Once it learns to adapt to its alternate forms, it can use these forms to move about unnoticed. When a half-doppelganger changes form, its heritage is briefly visible as its skin turns gray in between forms. Even with their limited shapechanging abilities, half-doppelgangers still make excellent spies and assassins. Once able to care for itself, true doppelgangers might make contact with the half-doppelganger in hopes of gaining further allies within humanoid societies.

Creating a Half-Doppelganger

"Half-doppelganger" is an inherited template that can be added to any humanoid creature (referred to hereafter as the "base creature") of Tiny to Large size.

A half-doppelganger uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's size does not change, but it gains the shapechanger subtype.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Attacks: The base creature retains all its special attacks and gains the following special attacks.

Empathy (Sp): At will—*empathy* (see the New Spell sidebar). Caster level equal to racial HD or 1st-level caster if the base creature lacks racial HD. Save DC equal to 11 + Charisma modifier.

Alternate forms (Su): Upon gaining maturity, the half-doppelganger learns to take three humanoid forms in addition to its own shape. These three forms may be that of any Medium or Small humanoid, but once a form is chosen, it permanently becomes one of the half-doppelganger's three alternate choices. For example, if a half-doppelganger learns to take the shape of a female halfling, male elf, and male orc, those three forms are his alternate forms, and he may not later choose the form of a female gnome.

This ability works like *alter self* as cast by a 9th level sorcerer, but the half-doppelganger can remain in the chosen form indefinitely. A half-doppelganger can assume a different form or return to its original form as a standard action. *True seeing* reveals the half-doppelganger's original form.

Special Qualities: The base creature retains all its special qualities and gains the following special qualities.

Immunities (Ex): Half-doppelgangers are immune to sleep and charm effects.

Abilities: Change from the base creature as follows: Wis +2.

Skills: Half-doppelgangers have a +2 racial bonus to Bluff and Disguise checks.

Feats: Half-doppelgangers receive Alertness as a bonus feat.

Challenge Rating: Same as the base creature.

Alignment: Often neutral.

Level Adjustment: Same as the base creature +2.

NEW SPELL

Empathy

Divination [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One intelligent creature

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: No

You can detect the emotions of a single creature. These emotions are relayed to you as intense feelings of a particular type: fear, hatred, love, anger, joy, despair, sorrow, desire, apathy, and so on. You sense the strength of the emotion as mild, moderate, or strong.

When reading the emotions of a creature, you gain a +2 competence bonus on all Charisma-based checks made against that creature during the duration of the spell.

HALF-JANNI

In arid deserts and fertile river valleys, janni nomads roam, free to mingle with more mundane societies. With their homogenous mix of all the elements, jann have more in common with creatures of the Material Plane then other genies. Mixed relationships among the jann and their neighbors are more prevalent than one might suspect, although children from these unions are few and far between. These half-jann gain much from their janni heritage, both in appearance and innate power.

Half-jann are most common in human societies that live in desert climates, although elven half-jann are not unheard of. More rare are the dwarven half-jann, coming from dwarven clans buried in the rocky mountains

abutting arid savannas. Some halfling and gnome clans are as nomadic as the jann, and these peoples often find it easy to travel together. Of course, half-janni halfings are the inevitable result of prolonged journeys.

Half-jann typically have warm-hued skin with a hint of red or gold.

Creating a Half-Janni

"Half-janni" is an inherited template that can be added to any humanoid creature (referred to hereafter as the "base creature").

A half-janni uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The base creature's natural armor bonus improves by +1.

Special Attacks: A half-janni has all the special attacks of the base creature, plus the following special attacks.

Spell-Like Abilities: 1/day—*enlarge person, invisibility, reduce person, speak with animals.* Caster level equal to racial HD or 1st-level caster if the base creature lacks racial HD. Save DC equal to 10 + spell level + Charisma modifier.

Special Qualities: A half-janni retains all the special qualities of the base creature and gains the following special qualities.

Planar Jaunt (Sp): Once per day, a half-janni can travel to any elemental plane, the Astral Plane, or the Material Plane as though using *planeshift* cast by a 13th-level caster. The half-janni and any willing creatures brought along appear at a random location on the destination plane. The half-janni and the creatures brought on the *planar jaunt* remain on the other plane (or any location on any plane they go to from there) for 1 minute per racial HD of the half-janni (minimum 1 minute). When this duration expires, the half-janni and all creatures on the *planar jaunt* return to their original positions on their origin plane. An effect that suppresses or dispels *planar jaunt* sends the half-janni and the creatures brought along back to the exact places from which they left. If the space where a creature on the *planar jaunt* originated from is occupied upon its return, it appears in the nearest unoccupied space.

Resistance to Fire (Ex): Half-jann have resistance to fire 5.

Abilities: Change from the base creature as follows: Str +2, Dex +2, Int +2, Wis +2.

Feats: Half-jann have Improved Initiative as a bonus feat.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

HALF-MINOTAUR

Half-minotaurs are extraordinarily rare, and some believe they are not born so much as made. They only appear near underground labyrinths or cave systems where minotaurs are known to lurk. Those who research this sort of thing believe that if such half-blood offspring are born in the mazes, they are either slain immediately or taken out and left to die. Rumors also exist of mages experimenting with the minotaurs' natural strength and cunning, mixing biologies, trying to create a more perfect evil minion. These sort of experiments, more often than not, meet with failure.

Those that survive quickly learn to assert themselves in their adoptive societies. They have the size and strength of their monstrous parent, as well as a keen instinct for tracking prey and finding their path. Most half-minotaurs who reach maturity do so because they learned to fight for their lives at an early age.

Half-minotaurs are generally larger than their nonminotaur parents. The lower half of their bodies are built like that of their non-minotaur parents, while their upper halves are covered in thick shaggy hair. Their faces are elongated, with full snouts, and horns jut from the sides of their heads.

Creating a Half-Minotaur

"Half-minotaur" is an inherited template that can be added to any creature of the giant, humanoid, or monstrous humanoid type (referred to hereafter as the "base creature") from Small to Huge in size.

A half-minotaur uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's type does not change. If the base creature is of Small or Medium size, it gains one size category, becoming Medium or Large respectively. See Table 4-2: Changes to Statistics by Size in the *Monster Manual* for changes to the base creature when it gains a size category. The changes in this template are in addition to the changes outlined there.

Speed: If the base creature's size increased due to the application of this template, all its speeds increase by 10 feet.

Armor Class: The base creature's natural armor bonus improves by +2.

Attacks: If the base creature lacked a gore attack, it gains a gore attack. When not using weapons, the half-minotaur may attack with its gore at its highest attack value and gaining its full Strength bonus to damage. When using a weapon, a half-minotaur often uses its gore attack as a secondary natural attack.

Damage: The half-minotaurs's gore attack deals damage according to its size as shown below.

Size	Gore Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6

Special Qualities: A half-minotaur has all the special qualities of the base creature, plus the following special qualities.

Darkvision (Ex): A half-ogre has darkvision to a range of 60 feet.

Minotaur Cunning (Ex): Half-minotaurs gain much of the innate cunning of their minotaur parent. This gives the half-minotaur a +4 bonus on Intelligence checks to escape *maze* spells and the ability to determine which direction is north automatically.

Scent (Ex): The half-minotaur inherits a very keen sense of smell. This allows him to detect approaching enemies, sniff out hidden foes, and track by sense of smell alone.

Abilities: Change from the base creature as follows: Str +4, Con +2, Int -2.

Skills: A half-minotaur has a +2 racial bonus on Search, Spot, and Listen checks.

Feats: A half-minotaur has Track as a bonus feat.

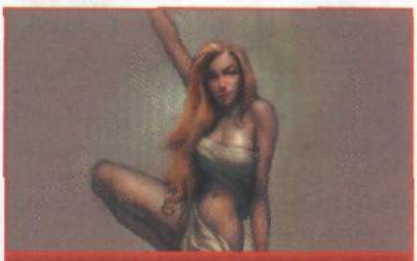
Environment: Same as the base creature or underground.

Organization: Solitary.

Challenge Rating: Same as the base creature if it did not gain a size category, otherwise same as the base creature +1.

Alignment: Usually chaotic.

Level Adjustment: Same as the base creature +1.



HALF-NYMPH

Less often, but noteworthy enough for poets to create epic sagas of romance and passion, gentle woodland nymphs fall in love with those who live in their woods, men or elves who treat the land and animals with the reverence and awe such things deserve. These relationships almost never last, as nymphs are fickle creatures and become bored with mundane mortals. However, on rare occasions, such liaisons lead to a child, always female, who mixes the best traits of the nymph with those of her lover. Many nymphs are so overjoyed by the beauty of their children that they raise them as their own daughters, teaching them the ways of the trees and wilderness, while others find the mixing of their fey blood with mortal baseness abhorrent, and they leave the child in care of the father and fade away, never to be seen again.

Half-nymphs are always beautiful, vibrant, and graceful. They inherit their mothers' natural loveliness, and their near-perfect appearance tends to make them stand out in any society in which they are raised. This, of course, has both advantages and disadvantages. Barbaric tribes who prize strength and combat skills often have little use for "soft" women, aside from trophy-wives or slaves. In elven societies that greatly value beauty, half-nymphs often quickly rise in influence and power, swaying even the most grumpy elders with their poise and charm. Human half-nymphs are magnets for suitors, both heroic and base, who go to great lengths to win their favor.

Creating a Half-Nymph

"Half-nymph" is an inherited template that can be added to any humanoid creature (referred to hereafter as the "base creature").

A half-nymph uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A half-nymph has all the special attacks of the base creature and gains the following special attack.

Awesome Beauty (Su): This ability affects all humanoids within 30 feet of a half-nymph. Those who look directly at the nymph must succeed at a Will saving throw (DC 10 + half the half-nymph's racial HD + Charisma modifier) or be shaken for 1 minute. A creature that remains in range and continues to look at the half-nymph must continue to make saving throws against this ability. A successful saving throw while already shaken does not free the creature from the affect of the initial failed save. A failed saving throw while shaken resets the duration of the shaken condition to start from that round. A half-nymph can suppress or resume this ability as a free action. This is a mind-affecting, fear effect.

Special Qualities: A half-nymph has all the special qualities of the base creature and gains the following special qualities.

Fey Bloodline (Ex): Half-nymphs are considered creatures of the fey type when enchantment magic is directed against them. For example, the *charm person* spell does not affect a half-nymph creature, but *charm monster* affects them normally. Half-nymphs can also activate magical items restricted to fey creatures.

Low-Light Vision (Ex): A half-nymph can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The half-nymph retains the ability to distinguish color and detail under these conditions.

Abilities: Change from the base creature as follows: Dex +2, Int +2, Wis +2, Cha +4

Environment: Same as the base creature or temperate forests.

Organization: Same as the base creature or solitary.

Challenge Rating: Same as the base creature +2.

Alignment: Usually chaotic (any).

Level Adjustment: Same as the base creature +2.

HALF-OGRE

Ogre clans rarely develop the sophisticated agricultural or animal husbandry skills need to support their large numbers, and instead resort to taking what they need from more capable, though far weaker, neighbors. These interactions with neighboring peoples do not often result in offspring, but when they do, it is almost always shameful.

Half-ogre children are most often born to orc clans that share habitats with ogres, although half-ogre bugbears and gnolls also exist. Half-ogre humans are rare, and the offspring of ogres and other races even more so.

Half-ogres often stand out among their non-ogre kin as brutish louts, big on muscle and short on brains. Fortunately, this is exactly the sort of combination that makes them valuable to orc clans. Half-ogres born to orc clans face an uphill struggle, but once they reach maturity they are often thrust to the front of any combat.

In the ogre clans, they are considered weaker half-breeds that cannot carry their weight, but once they reach maturity, their slightly higher intelligence can propel them to positions of leadership.

Half-ogres are larger, cruder versions of their non-ogre parent. Their thick mottled skin is covered in coarse brown hair, and they are prone to warts.

Creating a Half-Ogre

"Half-ogre" is an inherited template that can be added to any creature of the giant, humanoid, or monstrous humanoid type (referred to hereafter

as the "base creature") from Small to Huge in size.

A half-ogre uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's type does not change. If the creature is of Small or Medium size, it gains a size category, becoming Medium or Large respectively. See Table 4-2: Changes to Statistics by Size in the *Monster Manual* for changes to the base creature when it gains a size category. The changes in this template are in addition to the changes outlined there.

Speed: If the base creature's size increased due to the application of this template, its speeds increase by 10 feet.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Qualities: A half-ogre has all the special qualities of the base creature, plus the following special quality.

Darkvision (Ex): A half-ogre has darkvision to a range of 60 feet.

Giant Blood (Ex): For all special abilities and effects, a half-ogre is considered a giant in addition to the base creature's type and subtype. Half-ogres can use magic items with racially specific powers as giants.

Abilities: Change from the base creature as follows: Str +4, Int -2, Cha -2.

Challenge Rating: Same as the base creature if it did not gain a size category, otherwise same as the base creature +1.

Alignment: Usually evil (any)

Level Adjustment: Same as the base creature if it did not gain a size category, otherwise same as the base creature +1.

HALF-RAKSHASA

Infamous for their greed and avarice, rakshasas often seek their victories by altering their forms and seducing powerful leaders or popular heroes. During the course of the seduction, a rakshasa often attempts to bend or break such a figure's ethical foundations with insidious pillow talk and hidden manipulations. If it suits the rakshasa's plans, a scandalous pregnancy might result. The rakshasa rarely has interest in any offspring resulting from such a tryst, and the child is left in the hands of the now disgraced humanoid.

Half-rakshasa offspring are almost always reviled, both for the scandal associated with their births and for their inherent tendency toward evil and trickery. Half-rakshasas inherit the rakshasa love of an opulent lifestyle and surround themselves as best they can with fineries. They prefer to clothe themselves in the sheerest of silks and don the brightest gems.

A half-rakshasa tends toward evil, but since its non-rakshasa parent often raises it, virtues and morals can be instilled while the child is still young and its mind is malleable. Should the rakshasa parent see a future use for its half-blood offspring, rest assured it will try to corrupt the child.

Creating a Half-Rakshasa

"Half-rakshasa" is an inherited template that can be added to any humanoid creature (referred to hereafter as the "base creature") of Small to Large size.

A half-rakshasa uses all the base creature's statistics and special abilities except as noted here.

Speed: The base creature's land speed increases by 10 feet.

Armor Class: The base creature's natural armor bonus improves by +4.

Attacks: If the base creature lacked claw attacks, it gains two claw attacks. When not using weapons, the half-rakshasa may attack with both claws at its highest attack value and gaining its full Strength bonus to damage with each claw. When using a weapon, a half-rakshasa often uses a claw attack as a secondary natural attack.

Damage: The half-rakshasa's claw attack deals damage according to its size as shown below.

Size	Claw Damage
Small	1d3
Medium	1d4
Large	1d6

Special Attacks: A half-rakshasa has all the special attacks of the base creature and gains the following special attacks.

Spell-Like Abilities: At will—*empathy* (see the New Spell sidebar); 3/day *disguise self.* Caster level equal to racial HD or 1st-level caster if the base creature lacks racial HD. Save DC equal to 10 + spell level + Charisma modifier.

Special Qualities: A half-rakshasa has all the special qualities of the base creature and gains the following special quality.

Damage reduction (Su): A half-rakshasa has damage reduction 5/magic or piercing.

Abilities: Change from the base creature as follows: Dex +2, Con +2, Cha +2.

Organization: Same as the base creature or solitary

Challenge Rating: Same as the base creature +1

Alignment: Often evil (any)

Level Adjustment: Same as base creature +3

HALF-SATYR

Known for tracking the beautiful women who pass through their woods and seducing them with their pipes and song, satyrs deserve their lascivious reputation. Often, these trysts result in the conception of a half-fey son. These children, sometimes seen as boons to their community, other times as devil-spawn and abandoned, share some of their father's fey-traits with their mother's more humanoid characteristics. They often appear as ruddy, rugged individuals with curly red or black hair and protruding foreheads. Their toes are often fused together, giving a hoof-like appearance, and at least half of them have small rudimentary horns just visible under their thick hair.

Elven and human comminutes living in or near heavily forested areas most often host half-satyrs, although half-satyrs born to dwarven clans or even orc tribes are not unheard of. The half-satyr's inherent affinity for music and rhythm often grant them special

places in these societies, be it in the local bar with a set of pipes or a lute, or in the front lines of mongrel hordes with leather war-drums. Their hardy natures and resiliency insures some degree of success regardless of what profession they choose. Women that meet half-satyrs are often attracted to the air of bravura and daring they carry about themselves. This same charismatic aura propels many half-satyrs into positions of leadership within their communities, although their often reckless natures can just as easily make them shunned outcasts.

Creating a Half-Satyr

"Half-satyr" is an inherited template that can be added to any giant, humanoid, or monstrous humanoid creature (referred to hereafter as the "base creature") of Small to Large size.

A half-satyr uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The base creature's natural armor bonus improves by +2.

Attack: A half-satyr has a head butt attack. A half-satyr fighting with a weapon or natural attack usually attacks with its weapon or natural attack.

Full Attack: A half-satyr fighting with weapons or natural attacks usually attacks with its head butt as a secondary attack.

Damage: A half-satyr has a head butt attack. This attack deals bludgeoning damage according to the half-satyr's size.

Size	Head Butt Damage
Small	1d3
Medium	1d4
Large	1d6

Special Qualities: A half-satyr has all the special qualities of the base creature, plus the following special qualities.

Fey Bloodline (Ex): Half-satyrs are considered fey creatures when enchantment magic is directed against them. For example, the *charm person* spell does not affect a half-satyr creature, but *charm monster* affects them normally. Half-satyrs can also activate magical items restricted to fey creatures.

Low-Light Vision (Ex): A half-satyr can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The half-satyr retains the ability to distinguish color and detail under these conditions.

Skills: Half-satyrs have a +2 racial bonus to Hide, Listen, Move Silently, Perform (any one performance type), and Spot.

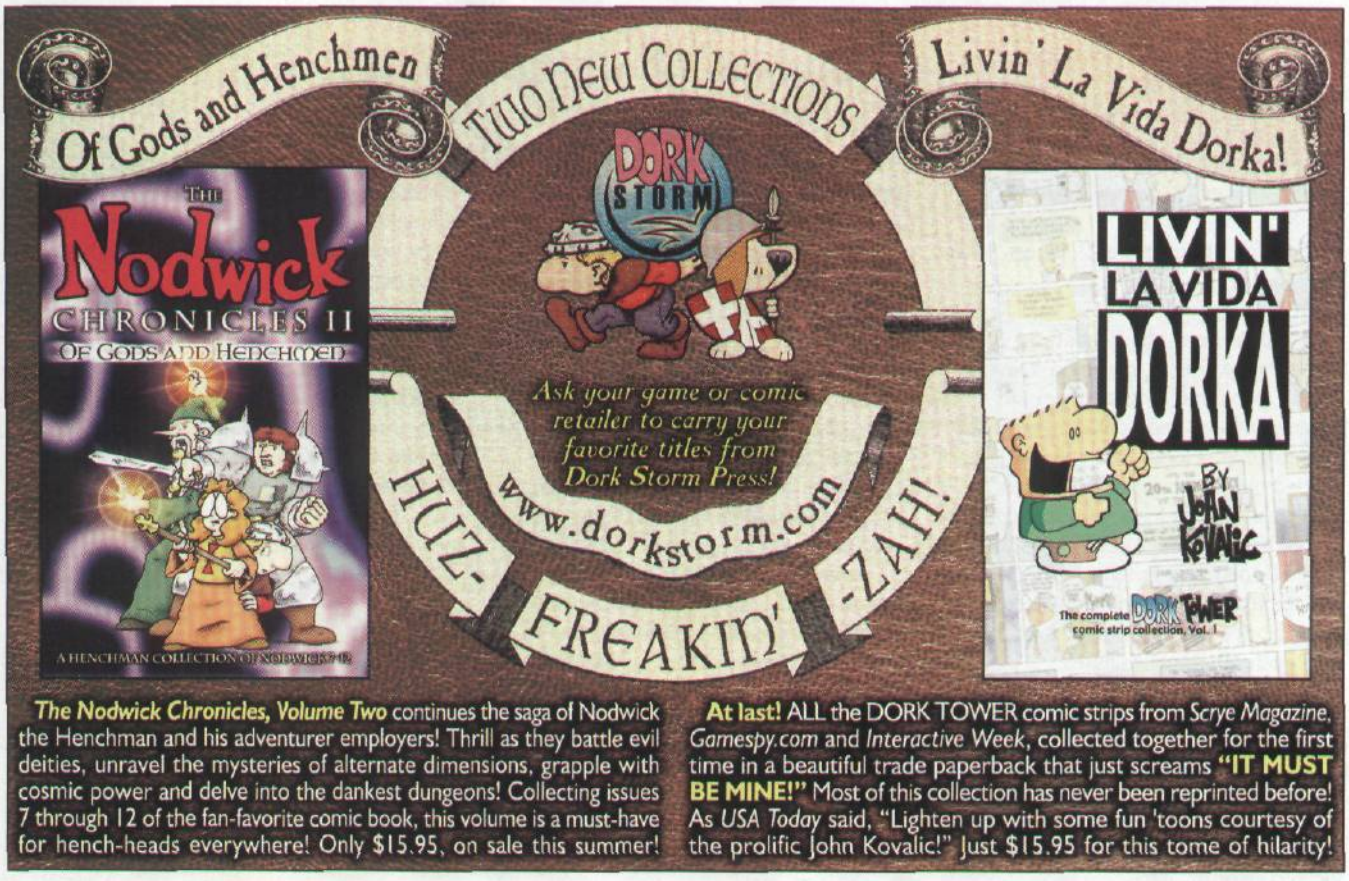
Environment: Same as the base creature or temperate forests.

Organization: Same as the base creature or solitary.

Challenge Rating: Same as the base creature.

Alignment: Often chaotic (any).

Level Adjustment: Same as the base creature +1. D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THE REAPERS OF STRIFE

War Profiteering Made Easy

by Andy Collins · illustrated by Todd Harris

"War seldom enters but where wealth allures." —*human proverb*

"Sounds good to me." —*Duke Johan Ortelius*

At their core, the Reapers of Strife are profiteers, making a living (and a good one, at that) from the miseries of war and conflict. The group originated as a loose affiliation of like-minded merchants operating under a gentleman's agreement to work together to maximize profits during times of strife. Under the agreement, the merchants pledged not to undercut each other's prices or otherwise interfere with each other's businesses.

But about a decade ago, the unthinkable occurred: A series of peace accords between various enemy governments were signed, bringing to an end several long-running (and very profitable) wars. In the space of mere months, profits dropped away as prices returned to pre-war values. No longer could the merchants get away with rampant gouging, price fixing, and general economic mayhem. It seemed that their profitable agreement was at an end.

One wealthy backer of the affiliation wasn't ready for the gold to stop flowing into his coffers. Duke Johan Ortelius, one of the group's more vocal investors, proposed a bold new plan: Rather than rely on the various peoples of the world to provide opportunities for profit, why not ensure the steady stream of income by fomenting strife themselves?

Many of the merchants protested this new idea. This was a far cry from mere profiteering, they claimed. If implemented, the naysayers warned, this plan would make the group more than simply businessmen profiting from the inevitability of conflict. They would indeed become the very reapers of strife itself! What Ortelius suggested was more than ethically dubious, it was morally wrong. The duke solved their moral dilemmas by buying out their interests, thus becoming the majority stakeholder in the group. Relieved of such annoying consciences, the group rededicated itself to the pursuit of profit above all else. Always appreciative of irony, the duke even took the epithet—meant as an insult—as the group's unofficial title.

Organization Size and Resources

In the last ten years, the Reapers of Strife have grown from a small but wealthy affiliation of merchants to an organization with tendrils in virtually

all sectors of the metropolis of Darasca. As a Medium organization, the guild can afford to spend up to 50,000 gp each week on any one item or in pursuit of any given objective. These resources can come in the obvious form of arms or mercenaries, but can just as easily take the guise of bribes to local officials, payoffs to the local thieves' guild for information or enforcement, or just about anything else the group can think of. Almost everyone in Darasca owes the Reapers money, favors, or both—many without knowing the ultimate owners of their debt.

Organization Alignment and Leadership

A man of big ideas and grand tastes, Duke Johan Ortelius (male human Ari14, NE) has ruled the Reapers with an iron hand since taking control. Despite his love of luxury and opulence, Ortelius can also be extremely tight-fisted with his money. Every copper piece that comes out of his pocket has a purpose, and he has impressed this attitude on many of the newer members of the guild. Ortelius is rarely seen without his bodyguard Pontus (male human War8, N), a veteran of several conflicts engineered by the Reapers themselves.

Although the group began as a neutral organization with regard to morals and ethics—perhaps with a slight tendency toward order over chaos—under the duke's leadership it has become quick to disregard the suffering of the weak and innocent. More to the point, the group has actively sought to create situations where profitable suffering is commonplace. This complicity in pain and death marks the group as distinctly evil, although most of its members would hotly deny that. "If war is inevitable, why not just get to the point?" they might ask.

Organization Membership and Demographics

Thanks to his strong personality—not to mention the economic success of his initiative—the duke has few rivals to his position of power. Almost to a person, the members of his organization agree with his strategies and tactics in accomplishing their goals.

Much like the city itself, most of the Reapers are human. Experts—merchants, craftsmen, and tradesfolk—make up the majority of the organization, as befits its nature. The most notable of these is Durok Stonethews (male dwarf Exp19, NE), who might be the only person in the group more tight with a gold piece than the duke. Stonethews controls most of the city's (and thus, the entire region's) trade in arms and armor, and thus is the most influential merchant in the organization. Among those under Durok's purview is Celia Eidal (female human Exp9, N), the most talented of the local smiths and the proud owner of a brand-new forge bought by Durok himself.

The duke's successful courting of a number of the city's nobles has paved the way for a strong relationship with local leaders and fattened the group's treasury. Tyresia Windling (female half-elf Ari7, LE) has become the guild's second largest backer (after the duke himself), and Ortelius has lately been entertaining plans of a more official "merger of assets" with the recently widowed noblewoman. He has no idea that she has similar plans of her own, and in fact engineered her husband's death to make them possible.

Ortelius has also forged strong bonds with the local thieves' guild. Reasoning that competition with this organization would only cut into profits, the duke instead hires the guild to perform tasks ranging from debt collection to spying to the occasional timely assassination. This work is so regular that the guild has assigned an official liaison to work closely with the Reapers: a young up-and-coming rogue named Nulanda (female halfling Rog4, NE).

The final leg of the organization rests upon public relations and rumor control. To this end, the duke has forged an alliance with a local tale-teller of some repute, Allanleigh Silvertongue (male human Brd3, NE). The bard handles the twin tasks of keeping public sentiment aligned with the group's needs while simultaneously sowing the seeds of future conflict. If the Reapers need to sway the public's attitude against a neighboring city-state, a few well-placed stories or ballads by Silvertongue or the trio of 1st-level bards who work with him usually does the trick.

In the Campaign

The Reapers of Strife function best as a behind-the-scenes force, subtly manipulating events to maximize their profits. Unlike many secret organizations, the Reapers don't have the physical or

Swaying Public Opinion

Sometimes, you might be more concerned with planting information or changing local attitudes than with gathering rumors or making contacts. This is more time-consuming and expensive than gathering information, but it works in a similar manner.

To place a rumor into public awareness and sway public opinion, a character must spend at least a week around town and spend 5d6 gp. At the end of this period, the character must attempt either a Bluff check (if the information to be placed is basically false) or a Diplomacy check (if the information is basically true). For each additional week and 5d6 gp spent before making the check, add +2 to the skill check, to a maximum bonus of +10 after a total of six weeks. If you have 5 or more ranks in Gather Information or Knowledge (local), you may add a +2 bonus to the check. Others can assist your check by spending an equal amount of time and gold, but each assistant after the first suffers a cumulative -2 penalty to her check (because of diminishing returns) and the total bonus from assistance can't exceed your skill modifier (including the bonuses noted above).

The DC of this check depends on how widely you seek to sway the public's opinion. To plant a rumor that the public is likely to believe (such as making the local elves believe that the dwarves are overcharging for weapons) is DC 15. More significant attitude shifts, such as rousing an otherwise docile population to rally for war, requires at least a DC 25 check. Rallying the people to revolt against a beloved ruler would be at least a DC 40 check.

In most situations, the attitude shift is temporary, lasting no more than 2d6 days. If you beat the DC by 5, this increases to 2d4 weeks. If you beat it by 10 or more, the shift is permanent (until affected by other events).

You can retry the check if you fail by 4 or less, but if you fail by 5 or more the public has become so put off by your rumor mongering that you can't try the same tactic again for 1d6 months.

If another character wants to learn the source of the rumors, he must make a Gather Information check opposed by the Diplomacy or Bluff check you used to plant the rumor or information.

Reapers of Strife (Medium): AL NE; 50,000 gp resource limit; Membership 180; Mixed (human 142, dwarf 16, half-elf 9, halfling 5, elf 4, gnome 2, other 2).

Authority Figures: Duke Johan Ortelius, male human Ari14.

Important Characters: Durok Stonethews, male dwarf Exp19; Tyresia Windling, female half-elf Ari7; Celia Eidal, female human Exp9; Nulanda, female halfling Rog4; Allanleigh Silvertongue, male human Brd3.

Others: Mixed; Ari3 (2), Ari1 (12), Brd1 (3), Exp4 (2), Exp2 (4), Exp1 (134), Ftr3, Ftr1 (3), Rog2, Rog1 (3), War4 (1), War2 (2), War1 (5).

magical power to face a competent adventuring party head-on; instead, they rely on the protection afforded them by local laws and their allies in business and government. Characters who publicly oppose the Reapers might find themselves barred from their favorite taverns, blacklisted by their guilds, or generally shunned by all. While this might seem petty to the characters at first, when they start having difficulty replenishing supplies after adventures—or finding healing at a local temple—they'll certainly take notice.

Here's a list of some of the ways the Reapers can make the PCs' lives miserable:

- The PCs' rooms are rented out to other guests who were "willing to pay a little extra—it's just business, you understand."
- Prices for mundane arms and armor increase by 10%, 20%, or even 50%, "due to increased demand" or "because the last shipment was stolen by goblins."
- Local potion- or scroll-sellers are suddenly (and perpetually) out of stock of the characters' favorite items.
- The wizard the characters counted on to upgrade their magic weapons or armor is "too busy" to help them.
- Pickpockets target an unwary character for simple theft.
- If the PCs belong to any local guilds, their memberships are revoked because of associations with "the wrong type of people."

Retribution should rarely, if ever, take the form of actual physical conflict. The Reapers simply want the characters to feel unwelcome enough in the city that they move on. They don't need the characters dead—just out of the way.

Remember, no one in the city sees the various members of the Reapers as anything more than local merchants and aristocrats. Even if the characters could prove an alliance between these individuals, most would simply see it as a guild affiliation or business partnership. The leaders of the organization are respected members of society, not bloodthirsty villains. (Maybe a bit bloodthirsty, but only indirectly and discreetly so.)

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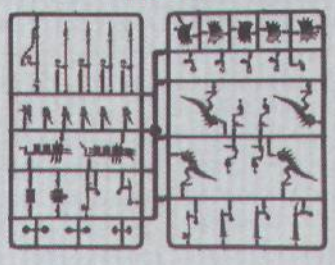

AFTER

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DM's Toolbox

WHAT DO YOU MEAN YOU'RE GOING WEST? ADVENTURES ASKEW

by Mark Malcolm

The gaming session started 45 minutes ago. The chips and dip have hardly been touched and everyone is on their first soda. The party managed to not go east and encounter the ogre ambush as planned. Instead they end up thirty miles to the west in an area of the map that hasn't been detailed, staking out a merchant caravan that was created as a random encounter the day before in a small village whose only details are the names of the local inn and its innkeeper, a "Chuck." Everyone is having a great time and has no idea they were never meant to end up here.

If you've ever run a game of D&D, this scenario has probably happened to you in one form or another. This article is intended to help you make sure the players never find out you weren't ready for them to take the adventure in this direction.

Just like crossing the street, you should remember three rules when the players decide to head away from the campaign preparations: Stop, Look, and Listen.

STOP

Although this rule is called "Stop," that does not mean you should stop the action. In fact, to the players the action is going to appear to speed up. You're trying to buy a little breathing room to collect your thoughts, get control of the adventure, and steer it back in the direction you intended it to go—all without alerting the players that they were off track. Nearly anything will do to buy the needed time you need to get organized.

If the group is currently outside, a strange noise during one of their watches will send the players into a frenzy of action. You don't even need to provide an actual encounter here. Sometimes the monster the party suspects but can't find is more frightening than the one they actually see.

If the party is in an urban setting, an offhand remark from a barkeep or a late night intrusion from a thief are all good devices to slow the players down a tad but still keep the fun flowing, all without missing a beat and not requiring much on your part. A simple bump on the street will convince a player that his pocket has been picked and send him in pursuit of the offending NPC. You needn't worry about not having a character sheet on the individual; just use the NPC rogue statistics on page 123 in the *Dungeon Master's Guide*. Whether the would-be thief is actually guilty of any crime is up to you. If the individual is innocent (or pretending to be), he probably takes immediate offense and calls for the town guard, creating a general disturbance. Listening to players talk their way out of being arrested can be quite amusing and buy you much-needed time.

Bartenders or other business owners in town can drop any rumor or story you want. Then just sit back and watch the characters try to dissect the information into something that fits with what they already know about the campaign. The beauty of this option is that any rumor you give them can be a total fabrication and not impact the adventure in the slightest. Should the party later take the information too much to heart and be distracted, you can always use a trusted source to debunk the rumor. No matter how you do it, once you have delayed the party you can proceed to the next step. Alternatively, this is an excellent way to drop a significant campaign clue in the PCs' lap, especially if the information doesn't make any sense at this point in the campaign. Information that seems meaningless now becomes incredibly satisfying to the players when they discover its value later.

This portion of the exercise is crucial to completing the second step. You need a device to keep the players entertained, involved in the campaign, and distracted from the fact that they are not really moving anywhere. The important thing to consider when trying to gain this time is that the less you have to participate in making the distraction work, the more time will be available to organize the next step.

LOOK

The PCs are pursuing your distraction. Take a deep breath and clear a space behind the DM screen for a clean sheet of paper. Make a few quick notes on the first line of the paper that includes the party's average

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level, the character classes represented by each player, and the current situation or location the party is in. Then circle this information. This is your starting point. Going through this simple exercise will help you as you evaluate your options. Throughout the rest of your emergency planning session, you will use this piece of paper to take notes. Now you've established a single source to reference as you proceed.

Now run through a list of all the major plot points contained in the adventure you planned for this session. This list should include such things as adventuring through a dungeon, meeting a key NPC, stumbling on the murder of a key member of the royal house, or any other turning point encounter. Be sure to include any new rumors you dropped on the PCs in the previous step, since you will need to account for them now. Numbering the adventure points in order of importance can help to make sure the party gets to the most important point first and doesn't waste time with a minor encounter that won't move the adventure along. Next, connect all the adventure points with arrows in the order they need to happen. You now have a session flow chart that will provide you with a quick visual of how the plot should unfold. This might seem like a lot to accomplish while handling a random encounter, combat, or NPC conversation, but once the players are set in motion they will be sure to prompt you for information as needed.

The list of the major adventure points for the session is complete. Take a look at the world map or whatever serves as the overall location key to see where these items were originally placed and how far they are from the party's current location. Distance could be in the form of miles on a world map, rooms away in a dungeon, information or people they haven't seen, or streets away they are in a city. With this information and your adventure flow chart in hand, you can begin to build the bridges to get the characters from where they are to where they need to be.

Ways to construct these bridges should begin to become apparent just by comparing these two sources of key information side by side. If an idea strikes you that involves a good way to get the PCs from one area to the other, jot down a quick note on the paper holding your flow chart. When you add one of these notes, be sure to circle it and draw a line from the note to the adventure point it moves toward, or from the adventure point that leads to it. Try to keep the number of bridges low. Too many bridges can lead to complications later.

After each new idea has been added, review the flow of each adventure point as it now stands. The task of getting the party back on track will have been accomplished when a path from the circle around your initial starting point and the circle containing the top priority adventure point has been created. If that happens, you're done and you don't need to move to step three. However, if your path still has holes, proceed to the next step.

LISTEN

You should now have several ideas that can bridge the gap between your PCs' current actions and your desired results that can fit into your campaign with a little work, but perhaps you lack a bridge or two. While the players are running down a red herring rumor or otherwise occupied, look at the first adventure point listed on the paper. Then come up with one piece of information leading to that point that you can insert into the current action. For instance, a monster could be carrying a portion of a map that leads the PCs toward your goal. A thief might try to rob the party; when captured, she divulges a tasty piece of information that leads the PCs back toward your location of choice. An innocent bystander might drop a rumor in the PCs' hearing that points them in a similar fashion. The goal here is to give the characters any bit of information to gently nudge them to the next adventure point on your flow chart.

Once the encounter concludes and the party collects this new piece of information, they discuss it. Have a pencil and a large blank area on your note paper ready because as the players talk, their theories and conjectures will build the bridges needed to get from the beginning of your flow chart to its conclusion. This might seem like cheating, but if you pay attention, you'll find that your players' imaginations can provide some of the best campaign plots you could think of—all as a result of an emergency plan to get the adventure on track.

Should the players gloss over the piece of information, discount the rumor, or simply not find the tidbit left for them, continue with the original encounter, but to reinforce the hook you pushed their way, have an NPC overhear their discussions and reiterate your idea. Or, let the PCs overhear a slightly different version of the same rumor you planted to get them to the end of your flow chart. The point is to draw attention to your guiding without seeming to. If the PCs found the first piece but didn't think it was important, finding it twice will quickly get them thinking about it. Rather than reiterate the same information, you could also drop a corroborating tidbit that directs the players to a source that can confirm their first piece of information. The second clue might also lead the PCs to a location where they find proof that the information is, in fact, valid.

While these encounters are underway, you should be reviewing your notes for ideas. Sometimes it helps to do the exercise in reverse, looking at what brings you to each step and looking for a logical bridge from the previous item. The point is you can repeat the delaying encounter exercise almost indefinitely. The players will be happy if they feel productive and earn occasional experience points. The truth is that they don't need to know the actual purpose of these encounters.

KEEPING IT ALL ORGANIZED

Finally you have a path from your starting point (where the PCs ended up after getting off track) to the planned adventure. Maintaining the continuity in the campaign is

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now the order for the day. To accomplish this, transform the note page into an outline. This step doesn't need to happen during the game, but organizing your thoughts and ideas will ensure that you haven't missed any new points, and it enables you to incorporate all the great new ideas you recorded during the session.

Begin your outline by fleshing out the first few details of your bridge ideas, then proceed chronologically through your flow chart. Remember to keep it simple. If you've kept the number of bridges down, you'll be able to make them seem like a more seamless part of the campaign. As soon as the players are back to the prepared material, evaluate the new ideas in your notes. Some of them will find a permanent place in your campaign; others will have served their purpose and can be discarded once the PCs are back on track.

As the party moves through the prepared material, add to your outline, melding the prepared material with the new bridge ideas. This outline will be very helpful in showing what needs to be worked on next. At the end of a couple sessions, you'll have enough material to iron out any future wrinkles, as well as a useful tool to remind you of the next step in the adventure. You can feel free to spice up current sessions with some foreshadowing and tasty tidbits of information that mean nothing now, but snap into focus when the players reach the next adventure point.

An Example

Here is a short example of the process. The adventurers have moved west to stake out the caravan at the inn instead of moving east twenty miles and being ambushed by ogres. The ogres carry a map that leads to the entrance to their lair, and ultimately the dungeon entrance hidden behind a secret door at the back of the cave. The innkeeper, Chuck, comes by the party's table and calls the caravan master over, introducing him to everyone. Chuck lets slip that the party came from the same direction as the caravan. The caravan master slides up a chair and tells a tale of ogre bandits that have taken many gold laden caravans in the region. He finishes by mentioning how rich someone might get if they could only find the hideout of the raiders.

The above is an example of how the opening situation might be redirected. If it doesn't get the party back on track to the original location of the ogre ambush you can always introduce a badly wounded party of traders that stumble into the inn and describe an ambush down the road. This acts as a reiteration of your initial hook. You might also need to move the original site of the ogre ambush, lair, and dungeon, unless the ogres are tied to their initial location for some reason.

Another way to get the PCs back to the regular adventure is to have the ogre's themselves burst through the door and attack. The ogre's might also try to steal the caravan wagons right out of the livery in back of the inn. Either way, some of them would need to escape so the party can track them back to their lair, one of the slain ogres might carry a map of the area indicating the lair's location, or one of them might reveal its location under interrogation.

This example probably doesn't pertain to your campaign, but you can see how you can apply the principals. If all else fails, you can always turn to pages 44-45 in the *Dungeon Master's Guide* and read through One Hundred Adventure Ideas. However you slice it, you are the Dungeon Master. You control the world you created. By taking a step back and giving your players some direction combined with some subtle nudging, you can take a gaming session that has moved away from prepared material and get it back on track without missing a beat. Just remember that your players are often your best source of ideas. Don't let their ideas go to waste.

CONCLUSION

To sum up, when you're confronted with an adventure detour, stop what you are doing, take a breath, and get organized. It never fails that when you first notice the party moving irrevocably away from all the hard work that went into the current adventure, panic sets in and you frantically search for any way to get the group back on track. This is not productive and only delays a solution from ultimately presenting itself. The Stop rule will help keep you from taking the first option that looks promising and running with it, only to discover some campaign-altering flaw later.

Once you have a chance to survey the situation calmly, you can relax a little and use some time to assess your available options. Look at the your adventure notes. As the DM, you probably have maps, descriptions, wandering monster tables, outlines, or whatever form of preparation you use to run your game. If you're running a printed module, you'll find similar material within. Dungeons can be moved, encounter tables adjusted to new regions, and outlines annotated to reflect what is still valid and what is not. Looking at the pieces of the adventure that are still useful—even in this situation—gives you some idea of what bridges need to be built to get the party from where they are to where they need to be.

The third step, Listen, will help you accomplish this. Listen to the PCs' discussions of what has happened to this point. The players are probably discussing their theories of why things are happening the way they are and how their actions might impact plots both real and imagined. Listen to them and take notes. Some good ideas will come of this discussion that you can implement, and few things are more satisfying to players than having one of their plot theories proved correct down the road.

Stop, Look, and Listen sounds like quite a bit of work, but it comes together rather quickly. Keeping these rules in mind will help you focus on the core of your adventures and overall campaign, since they essentially always provide you with a way to guide your players back on track when they've strayed completely off course. You'll find you spend less time preparing contingency plans for each adventure and more time enjoying the fruits of your labors on your core campaign ideas.

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Sage Advice

COMBAT AND CASTING OFFICIAL ANSWERS

by Skip Williams

This month, the Sage deals with various subjects pertaining to the revised D&D game. All chapter and page references refer to D&D 3.5 books. If you have questions for the Sage, email him at tsrsage@aol.com.

The table of wind effects in the *Dungeon Master's Guide* has a column that shows a DC. I don't understand this. What is the DC for?

It's the DC for the Fortitude save a creature makes to resist the wind effect shown on the table. For example, in a strong wind, a Tiny or smaller creature has to make a successful DC 10 Fortitude save or be knocked down.

In a recent game we began wondering if the *arcane sight* spell lets you see illusions, *glyphs of warding*, and other kinds of magical traps. We agreed that the spell would reveal the auras from glyphs, symbols, and most other magical traps, but not see an aura around the illusion of a door, floor, or creature.

It's correct that the *arcane sight* spell won't automatically allow you to look right though an otherwise opaque figment, such as an illusory door, floor, or wall. Any active illusion, however, has a magical aura that divination spells such as *detect magic* or *arcane sight* can reveal. In the case of *arcane sight*, you know immediately if anything you can see has a magical aura, and you know what that aura's power is (as explained in the *detect magic* spell description). You also immediately know the aura's location. If what you're looking at happens to be a figment, you do not know it's a figment. You can, however, make a Spellcraft check (making the check doesn't require an action) to determine the aura's school. If the check succeeds, you know that the aura is from the illusion school, but you cannot tell its subschool (it could be a figment, glamer, pattern, phantasm, or shadow).

Looking at an illusion with *arcane sight* counts as interacting with it, however, and if the illusion in question allows a saving throw to disbelieve, you can immediately make a saving throw. If you have identified the aura's school as an illusion, you have grounds to find the illusion's reality suspicious, and you get a +4 bonus to the saving throw (since you know it's some kind of illusion). If you make a successful saving throw to disbelieve a figment or phantasm, then you can see through it, although the figment or phantasm remains visible as a faint outline (see the discussion of the illusion school in Chapter 10 of the *Player's Handbook*).

I'm looking at the descriptions for the various command-activated magic rings in the *Dungeon Master's Guide*, and I can't find any mention of how long these powers actually last once activated. For example, how long do you *blink* when you activate a *ring of blinking*? How long can you turn spells when you activate a *ring of spell turning*? What happens if I activate a ring twice? Do the durations stack?

In the case of a ring (or any other item) that duplicates a spell effect, one activation functions for the same duration as the duplicated spell cast by a character of the ring's caster level. For example, when you activate a *ring of blinking* you will *blink* for up to 7 rounds since the ring's caster level is 7th. Since *blink* is a dismissible spell, you can use a standard action to deactivate the effect sooner if you like. In some cases, an item's description specifies a different duration for a spell effect. For example, when you activate a *ring of spell turning*, the ring turns the next nine levels of spells cast on you, no matter how long that takes.

If you activate an item again before a previous activation runs out, the two durations overlap—they do not stack. For example, of you active a *ring of blinking* and *blink* for 3 rounds, then activate it again, you wind up blinking for 10 rounds in total. In the case of a *ring of spell turning*, a new activation

Borders Illustrated by David Wahlstrom

would mean the ring would turn the next nine levels of spells cast on you after the second activation (any unused turning from the previous activation would be lost).

If a spellcaster is subjected to the *enervation* spell and gets two negative levels, does the character also lose the ability to cast his highest level of spells? The descriptive text for negative levels says that a spellcaster loses one spell or spell slot (the highest) for each negative level. This would imply that the spellcaster could still be capable of casting his highest level spells so long as he hasn't been enervated for more negative levels than he has spells of his highest level.

You are correct. A spellcaster with a negative level loses one spell of the highest level he currently has available to cast. He does not necessarily lose his whole highest level of spells (although that's a real possibility when a spellcaster picks up several negative levels).

My DM thinks that if you have four attacks in a round and you're using the full attack action, you have to designate all your targets at the beginning of the round, and you can't switch your targets once you start rolling your attacks. I think you choose the target for any attack after you have seen the effect of your last attack. Please help us.

Well, the DM is always right, but the rules are on your side.

Well, your DM is always right, but the rules are on your side. You pick a target for each of your attacks as you make the attacks, not at the beginning of your turn; see the description of the full attack action in Chapter 8 of the *Player's Handbook*.

If you have more than one attack, can you attack one foe, take a 5-foot step, and make another attack against a different foe (assuming of course, that you didn't otherwise move during your turn)?

Yes, you can take a 5-foot step before, after, or during your full attack action (provided that you don't take any other movement during the round).

Do flasks of holy water hurt tieflings? Would a bane weapon against evil outsiders get its increased enhancement bonus against tieflings and deal extra damage against tieflings?

An outsider is "evil" if it has any evil alignment (chaotic evil, neutral evil, or lawful evil). For the purpose of resolving any effect whose results depend on subject's alignment, an outsider also is "evil" if it has the evil subtype, no matter what its alignment actually is (see the evil subtype description in the Glossary of the *Monster Manual*).

Holy water deals damage to undead and to evil outsiders that it strikes. An evil outsider bane weapon is more potent against evil outsiders. Since a tiefling is an outsider with the native subtype, it is susceptible to holy water or to the increased effects from an evil outsider bane weapon only if it has an evil alignment.

I've been reading the new *Player's Handbook*, and I'm confused about the monk. The new monk class description says a monk gets an extra attack from the flurry of blows ability by taking -2 on all of her attacks. Additionally, she gets an additional attack at her full attack bonus at 11th level. The table for flurry attacks shows this progression through 3rd level, but then the progression breaks down. At 5th level, the monk's base attack is identical to 4th level, but her attack bonuses for her flurry attacks increase by one, and this keeps happening. Also, is the additional attack at 11th level taken at the monk's full base attack bonus? Or is it taken at base attack -2, as with the other flurry attacks? Assuming the text and not the table is to be followed, a 20th level monk should either attack at +13/+13/+13/+8/+3 or +15/+13/+13/+8/+3. Which is correct?

All the extra attacks a monk gets as part of a flurry are at the monk's highest attack bonus, less any penalty the flurry imposes. The penalty starts at -2 at 1st level, drops to -1 at 5th level, and drops to 0 at 9th level (see the Flurry of Blows section in the monk class description). Table 3-10 in the *Player's Handbook* gives the correct attack bonus for a flurry at each level. The numbers on the table reflect both the extra attacks the monk gets from the flurry and the correct flurry penalty (or lack thereof).

A 20th-level monk using a flurry attacks 5 times at a basic bonus of +15/+15/+15/+10/+5, just as shown on the table. A base attack bonus of +15 gives three attacks at +15/+10/+5. A flurry grants two extra attacks at the monk's highest attack bonus of +15 (for being level 11+), and there is no attack penalty for the flurry (for being level 9+).

Suppose a fighter and an archer go at the same initiative. The archer is not in an adjacent square but only one square over. The fighter is not using a reach weapon. Assuming the archer plans to use a full attack action (and doesn't use a 5-foot step), and since they have the same initiative, could the fighter move his 5-foot step (towards the archer) as the archer is firing and get an attack of opportunity?

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The question is moot, because two characters never have the same initiative. If two characters tie with their initiative rolls, you must break the tie before starting the combat (see Initiative in Chapter 8 of the *Player's Handbook*).

The fighter could use the ready or delay special initiative actions to act at about the same time as the archer. In the case of the ready action, the fighter could ready an attack against the archer when the archer shoots. When the archer shoots, the readied action is triggered. The fighter acts before the archer shoots (readied actions are resolved prior to the actions that trigger them, see the ready description in Chapter 8 of the *Player's Handbook*). Assuming that the fighter has not previously moved this round, he could make a 5-foot step and then attack the archer. Since the fighter now threatens the archer, the fighter can make an attack of opportunity against the archer when the archer fires, provided the archer does not use a 5-foot step to get out of reach first.

If the fighter was delaying, the action would be resolved in the same way, provided the fighter chose to act before the archer. If the delaying fighter acts after the archer, the fighter won't get any attack of opportunity against the archer (this turn, at least).

Suppose a character with the Improved Trip feat uses the Bluff skill to successfully feint in combat and uses his next melee attack to trip the duped opponent, it seems clear that the character ignores that opponent's Dexterity bonus to Armor Class for the touch attack to initiate the trip. Assuming that the trip attempt is successful, Improved Trip provides an additional attack as if the character hadn't used her attack for the trip attempt. Does this mean that the character continues to ignore the tripped opponent's Dexterity bonus to Armor Class for the additional attack granted by theImproved Trip feat? How do other "next attack only" effects (like the *true strike* spell) work with the Improved Trip feat?

In each case, it is the initial attack in the trip attempt that is the "next attack," not the extra attack that you get from the Improved Trip feat. That is, if you've made a successful feint, your foe is denied any Dexterity bonus to Armor Class when you make the initial melee touch attack to start your trip attempt, but not when you attack him after a successful trip. Likewise, if you use the *true strike* spell, the +20 attack bonus applies to the touch attack, not to the free attack.

The Improved Trip feat description does say that you get an extra attack after a successful trip attempt "as though you hadn't used your attack for the trip attempt." That, however, is just a shorthand way of explaining what part of your normal attack routine you use for the extra attack.

Do ability enhancing items (such as the *headband of intellect, cloak of charisma,* or *periapt of wisdom*)

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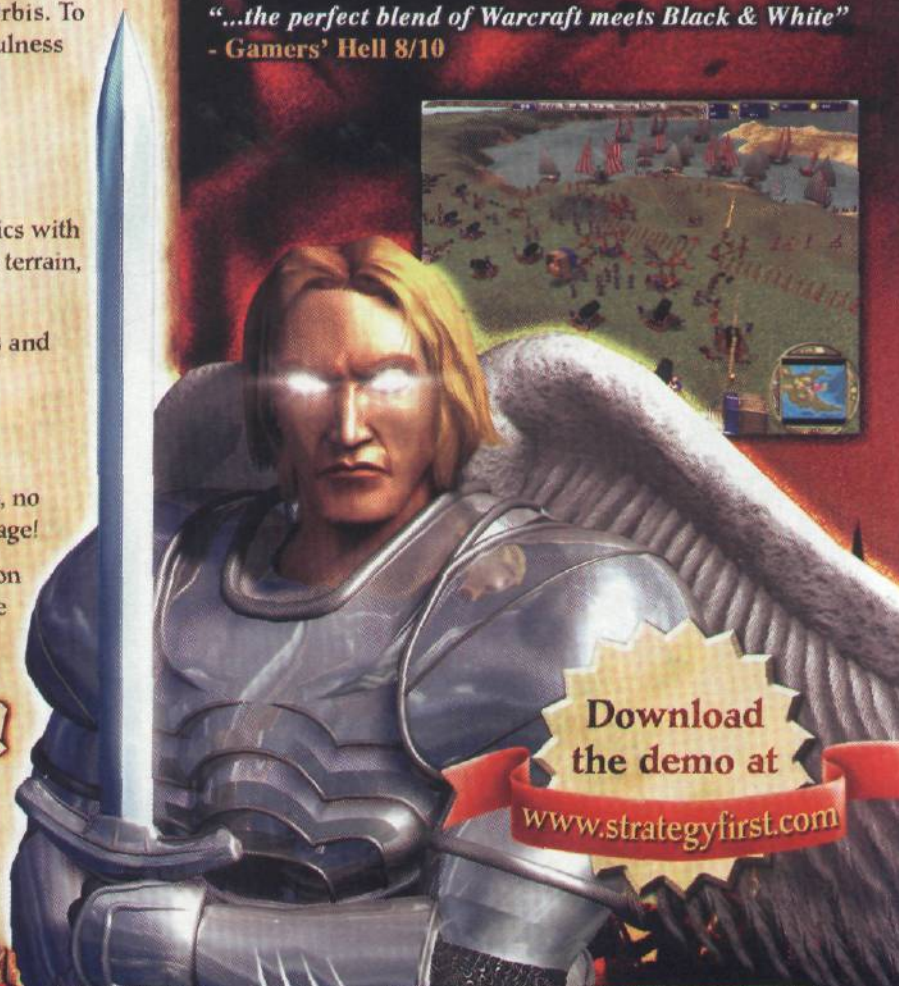

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grant bonus spells to the appropriate spellcasters? The spells these items are based on would seem to prohibit it, but the only things specifically addressed in the item descriptions are skill points.

Yes, you can get extra bonus spells if you have an item that increases the ability score that governs your spellcasting. To get the extra bonus spells, you must wear the item while resting to regain spells and all through your initial daily preparations for spellcasting. (Even characters who don't prepare spells need to meditate a little while at the beginning of the day; see Daily Readying of spells under the Sorcerers and bards section of Chapter 10 in the *Player's Handbook*.)

If you lose the item, you immediately lose the bonus spell slots the item gave you, starting with any uncast spells you have of the appropriate levels.

In a combat, Bob the fighter is unconscious from wounds, and Grog the orc moves into Bob's square. A friendly cleric heals Bob so that Bob regains consciousness. So the orc and prone Bob are now occupying the same square. Now what happens? The rules say that Bob and Grog can't be in the same square, right? Is Grog somehow prevented from entering Bob's square? Does Grog have to leave when Bob wakes up?

You can enter another creature's square and even stop there if the creature is helpless, or if that creature is much bigger or smaller than you are (see Moving Through a Square in Chapter 8 of the *Player's Handbook*).

It's best to assume that Bob is prone (there's no rule that says you're prone when you lose consciousness, but common sense demands that it be so), and that he can remain in Grog's square so long as he remains prone. If he gets up, he must leave Grog's square first, which provokes an attack of opportunity from Grog.

Are any skills exclusive to certain classes in new version of D&D? For instance Decipher Script and Use Magic Device were exclusive to the rogue in the earlier version of the game.

Exclusive skills are a thing of the past.

The druid's wildshape ability is described as being like the *polymorph* spell except when noted otherwise. The *polymorph* spell description says you can assume the form of an animal with 1 Hit Die per caster level, up to 15 Hit Dice. The wildshape ability states that you cannot assume a shape with more Hit Dice than your druid level. Further, a 20th-level druid can assume the form of a huge elemental, which has 16 Hit Dice. So my question is: Is the 15-HD limit from the *polymorph* spell completely removed for a wildshaping druid, only being limited by the druid's level?

Yes, use the wildshaping druid's level as the limit of Hit Dice for the assumed form, as noted in the wildshape description, instead of the 15-HD limit for the spell. Don't forget to observe the wildshape ability's limits on the types of forms that the druid can assume as well as the assumed form size, both of which also vary with the druid's class level.

Is there any way for a monk to qualify for the Weapon Finesse feat at 1st level? I know it requires a base attack bonus of +1 or higher, but could you take Weapon Focus and have that apply to the base attack bonus requirement?

You can't meet the prerequisite for the Weapon Finesse feat if your base attack bonus is +0. The Weapon Focus feat gives to a +1 bonus to attack rolls with your chosen weapon, but it does not increase your base attack bonus. Some monsters get Weapon Finesse as a bonus feat without meeting the prerequisite, but a player character monk isn't too likely to get the feat that way. If the monk is a multiclass character, however, and already has a base attack bonus of +1 or higher, she does meet the prerequisite for the Weapon Finesse feat, no matter what her monk class level is.

Are any skills exclusive to certain classess in the new version of D&D?

Am I right in assuming that when the *mislead* spell description refers to *improved invisibility* it really means *greater invisibility?*

Yes, you are.

If you have the Ride-by Attack feat and move on a mount through a threatened area, you do not provoke an attack of opportunity. Does your mount?

No. Neither your movement nor your mount's provokes an attack of opportunity during a ride-by attack (see the last lest sentence of the Benefit section in the feat description).

If I roll a natural 20 on my attack roll and hit on the second roll, does that mean that I automatically hit a *displaced* opponent without needing to roll the percentage dice to miss?

No. If you roll a 20 on your attack roll, you automatically hit your opponent's Armor Class, but any miss chance that normally applies to your attack still applies, and you must still roll the miss chance. D

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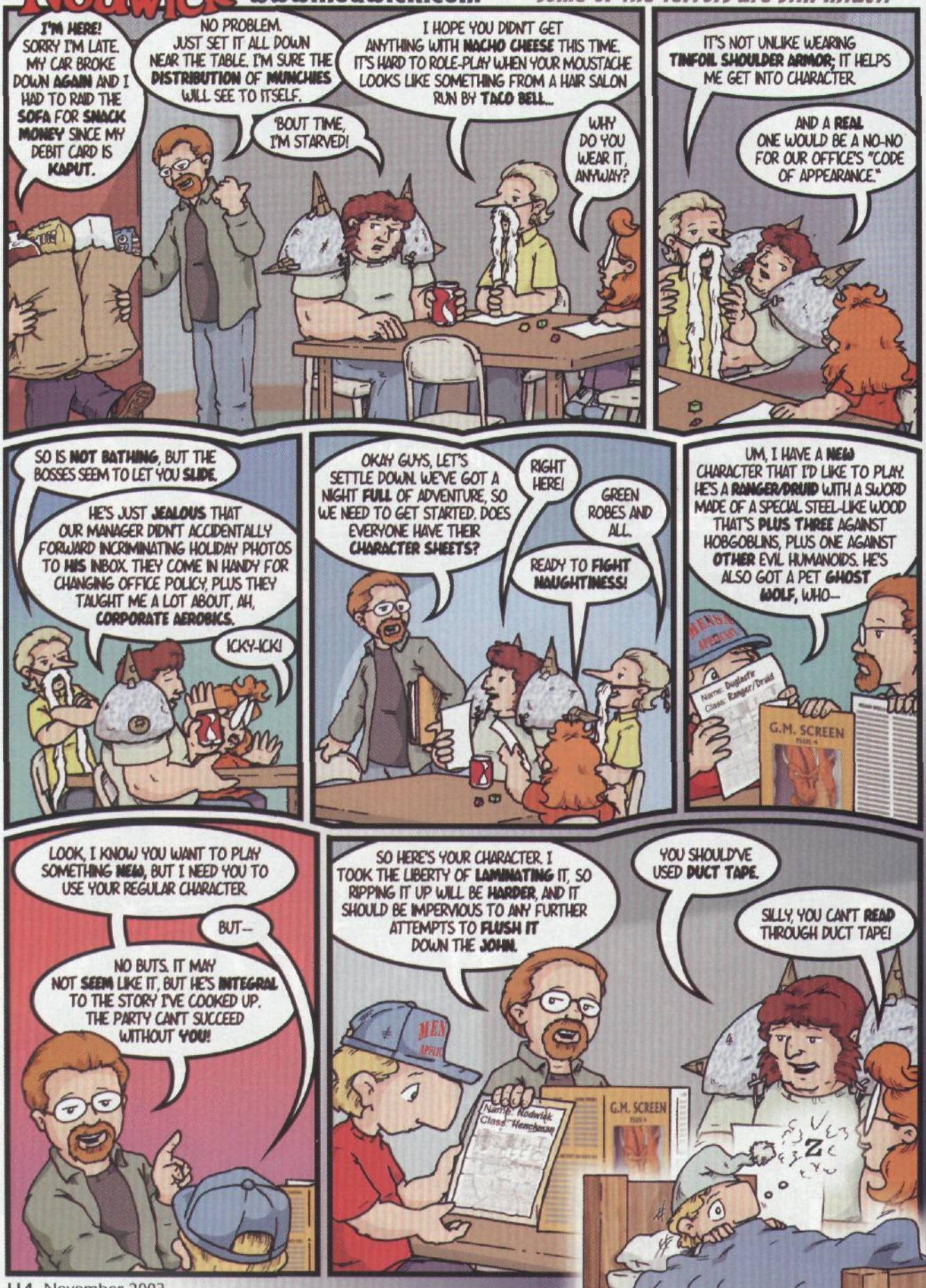
Nodwick

by Aaron Williams
www.nodwick.com

And though the nightmare may be over, some of the terrors are still intact.


I'M HERE! SORRY I'M LATE. MY CAR BROKE DOWN AGAIN AND I HAD TO RAID THE SOFA FOR SNACK MONEY SINCE MY DEBIT CARD IS KAPUT.
NO PROBLEM. JUST SET IT ALL DOWN NEAR THE TABLE. I'M SURE THE DISTRIBUTION OF MUNCHIES WILL SEE TO ITSELF.
'BOUT TIME, I'M STARVED!
I HOPE YOU DIDN'T GET ANYTHING WITH NACHO CHEESE THIS TIME. IT'S HARD TO ROLE-PLAY WHEN YOUR MOUSTACHE LOOKS LIKE SOMETHING FROM A HAIR SALON RUN BY TACO BELL...
WHY DO YOU WEAR IT, ANYWAY?
IT'S NOT UNLIKE WEARING TINFOIL SHOULDER ARMOR; IT HELPS ME GET INTO CHARACTER.
AND A REAL ONE WOULD BE A NO-NO FOR OUR OFFICE'S "CODE OF APPEARANCE."
SO IS NOT BATHING, BUT THE BOSSES SEEM TO LET YOU SLIDE.
HE'S JUST JEALOUS THAT OUR MANAGER DIDN'T ACCIDENTALLY FORWARD INCRIMINATING HOLIDAY PHOTOS TO HIS INBOX. THEY COME IN HANDY FOR CHANGING OFFICE POLICY, PLUS THEY TAUGHT ME A LOT ABOUT, AH, CORPORATE AEROBICS.
ICKY-ICK!
OKAY GUYS, LET'S SETTLE DOWN. WE'VE GOT A NIGHT FULL OF ADVENTURE, SO WE NEED TO GET STARTED. DOES EVERYONE HAVE THEIR CHARACTER SHEETS?
RIGHT HERE!
GREEN ROBES AND ALL.
READY TO FIGHT NAUGHTINESS!
UM, I HAVE A NEW CHARACTER THAT I'D LIKE TO PLAY. HE'S A RANGER/DRUID WITH A SWORD MADE OF A SPECIAL STEEL-LIKE WOOD THAT'S PLUS THREE AGAINST HOBGOBLINS, PLUS ONE AGAINST OTHER EVIL HUMANOIDS. HE'S ALSO GOT A PET GHOST WOLF, WHO--
Name: Duglaffe
Class: Ranger/Druid
G.M. SCREEN
LOOK, I KNOW YOU WANT TO PLAY SOMETHING NEW, BUT I NEED YOU TO USE YOUR REGULAR CHARACTER.
BUT--
NO BUTS. IT MAY NOT SEEM LIKE IT, BUT HE'S INTEGRAL TO THE STORY I'VE COOKED UP. THE PARTY CAN'T SUCCEED WITHOUT YOU!
SO HERE'S YOUR CHARACTER. I TOOK THE LIBERTY OF LAMINATING IT, SO RIPPING IT UP WILL BE HARDER, AND IT SHOULD BE IMPERVIOUS TO ANY FURTHER ATTEMPTS TO FLUSH IT DOWN THE JOHN.
YOU SHOULD'VE USED DUCT TAPE.
SILLY, YOU CAN'T READ THROUGH DUCT TAPE!
Name: Nodwick
Class: Henchman
G.M. SCREEN
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